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300 PAGES!

SYSTEM WARS HEAT UP! SEGA'S SATURN GAME MACHINE TO BE 64-BIT!

SUPER NES • GENESIS • SEGA CD • DUO • NEO-GEO • 3DO • NINTENDO • GAMEBOY • GAME GEAR • ARCADES

# ELECTRONIC GAMING MONTHLY

ETERNAL CHAMPIONS  
SUPER STRATEGY INSIDE!

## PREVIEWS

- RABBIT RAMPAGE
- BOMBERMAN '94
- MICROCOSM CD
- MEGAMAN-X
- R-TYPE 3
- Y'S 4 CD
- JOE 6 MAC 2
- NHL HOCKEY CD
- GROUND ZERO CD
- PHANTASY STAR 4
- DRAGON'S LAIR CD
- SUPER TURRICAN 2
- 3DO OUT OF THIS WORLD
- SUPER ADVENTURE ISLAND 2
- STAR TREK NEXT GENERATION

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December, 1993

Volume 6, Issue 12

12



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NUMBER  
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GENESIS™

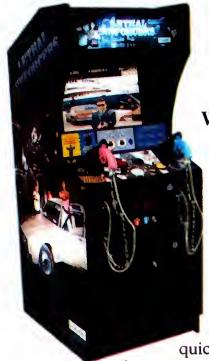
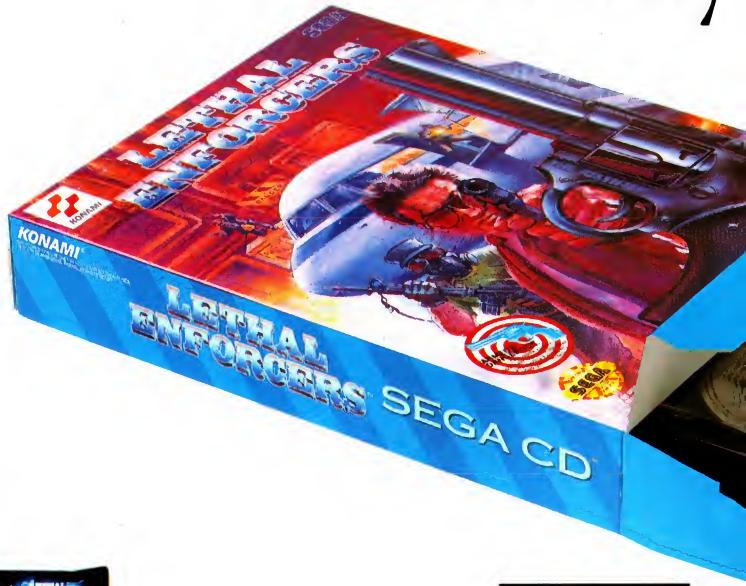


# ETERNAL CHAMPIONS

THE ULTIMATE FIGHTING GAME AWAITS.

SEGA™

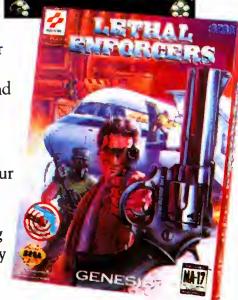
# You won't find in any



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Lethal Enforcers™ comes to Sega CD™ and Sega® Genesis® packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a total arcade experience unlike anything you've played at home before.

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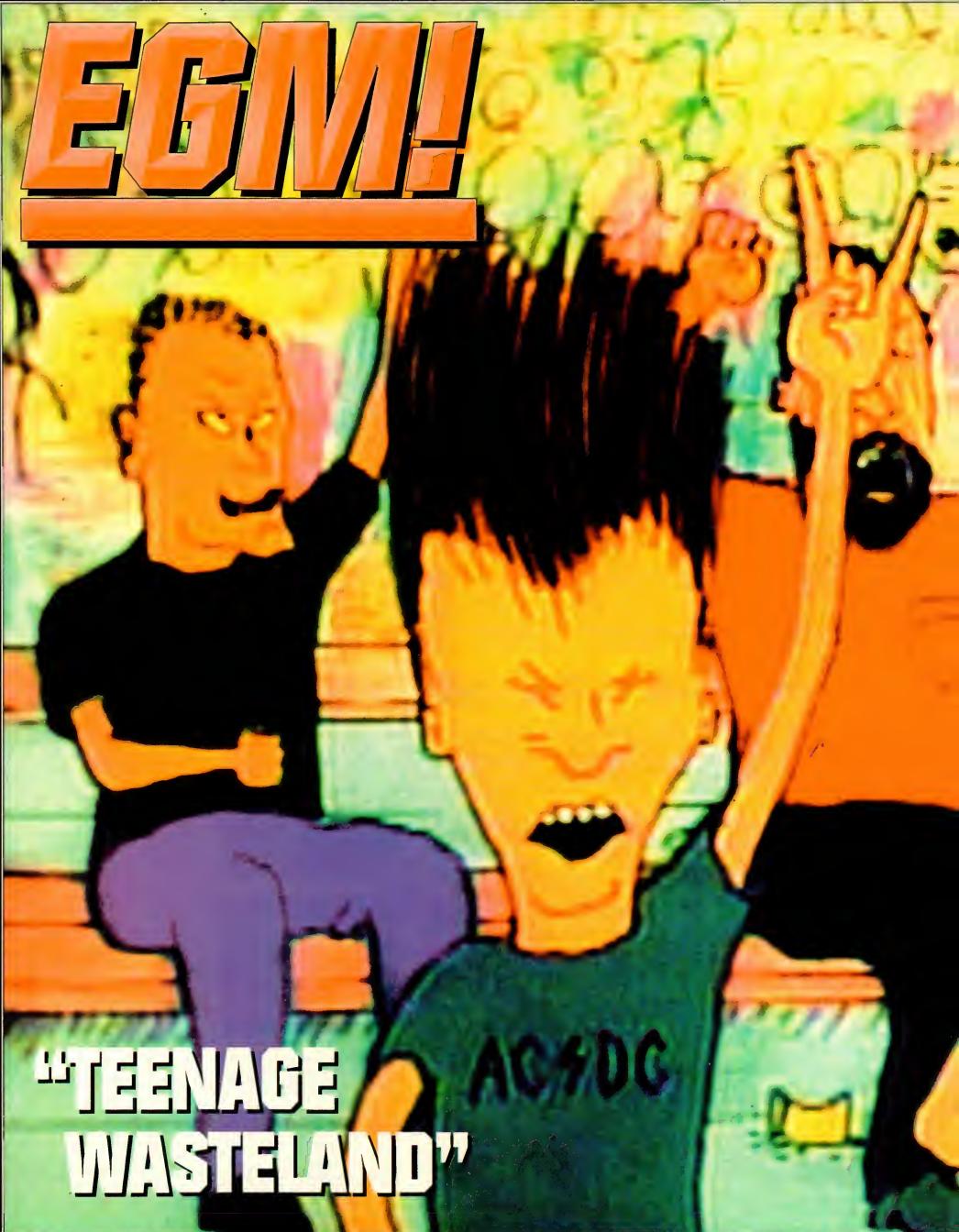
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# EGM!



"TEENAGE  
WASTELAND"



# EGM!

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PERIODICAL

December, 1993

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CONSUMER  
MAGAZINES

# INSERT COIN

## SEGA VS. NINTENDO... THE BATTLE AT THE NEXT LEVEL BEGINS!

The battle lines are drawn, the swords are raised, and the two video game giants are already at war... a war of words, that is. The stakes are huge as the future of video games is on the line. The problem is whether the public will accept the next generation of high priced 32-/64-Bit video game machines. Everybody in the industry is very aware of the crash of 1984, and when Nintendo launched their Super NES a couple of years ago, 1984, and when Nintendo launched their Super NES a couple of years ago, the companies waited and worried. If the players decided that they wouldn't pay the couple of hundred bucks to move up from their NES to the Super NES, there would have been problems. Now the NES is just a part of video game history, but with the dawn of mega-buck CD game machines like the 3DO and LaserActive already here, the problem is back. This time the cost of a new machine is much greater, the software just isn't that spectacular, and the players aren't all that excited with what they see. Anyway, the CD machine image is already tarnished as the Sega CD hasn't really set the world on fire.

To make it worse, the big names are starting to play mind games with the players. 3DO started the ball rolling with a 32-Bit machine. Atari upped the ante with their 64-Bit Jaguar and Sega followed with their 32-Bit Saturn. Nintendo overthrew the applecart with their 64-Bit Silicon Graphics Project Reality machine and Sega was suddenly stuck in the middle with only a 32-Bit machine. They countered with a new press release stating that they are adding a 64-Bit video chip to their machine. Sony now is stating that their new 32-Bit machine will "go beyond the 64-Bit class systems under development by Nintendo or Sega." All of a sudden Bits are all that matter and bigger is better.

Confusing? Very! Although there are a dozen different hardware companies in this new CD machine war, when you throw out the small players, it will still boil down to a Nintendo and Sega battle. Of these two companies, Sega has the larger problem. Nintendo is really hyping up their SG machine. Sega is doing nothing. Nintendo is sticking to a \$250 price, Sega of Japan can match that, but without a CD-ROM. With it, the price soars to about \$460. What's interesting is that even though Nintendo doesn't have a CD machine, they really haven't been hurt by letting Sega tinker with a couple of so-so CD games. Sega, on the other hand, has to promote and sell their existing CD-ROM system for two more Christmases. Then there are the rumors. Like the Saturn not being downwardly compatible with the Genesis or Sega CD. Or Sega of Japan ceasing all new CD work in favor of Saturn. Sure seems kind of tough to convince kids to buy a Sega CD.

There's a simple solution Sega. Give us the lowdown on Saturn now, start promoting it by having it at Winter CES, bring it out next fall instead of 1995, make sure that Sonic the Arcade Game (not Virtua Fighters) is the pack-in, and sell it for \$279 (make the CD optional). That package will sell!

**Ed Semrad**  
**Editor**

# EGM!

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OF TROUBLE

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Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, sword-fighting, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Blood-curdling dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action... welcome to the family!

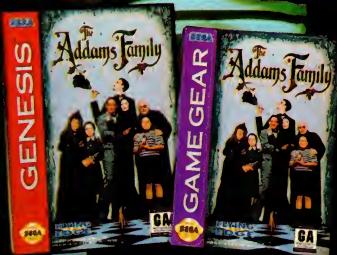
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EXPLORE THE WEIRD  
WORLD OUTSIDE THE  
ADDAMS MANSION



IT'S THE FEZI-COPTER  
FLYING GOMEZ TO  
THE RESCUE!



GENESIS

GA

GAME GEAR

GA



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Hunt Valley, MD 21030  
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# EGM!

DECEMBER/ 1993/ VOLUME 6 / NUMBER 12/ ISSUE 53

74  
378

**THE BLOOD AND GORE ARE BACK AT THE ARCADES!  
MORTAL KOMBAT 2 HAS ARRIVED!**

Exclusive preview of the hottest fighting sequel since Street Fighter 2. Everything from the graphics, sounds and characters have been pumped up. Choose from seven new characters and five originals, all having new abilities and strategies. The fatalities and blood are back but in more gory detail than ever. Look for this hot arcade title!



**'TIS THE SEASON FOR WINNING BIG WITH EGM'S CONTESTS!**

66  
201

Try your luck at two great contests in this month's EGM. Don't wait for Christmas, enter now and you could win a Sega CD system, your choice of five Sega games, official Eternal Champions jacket, hat and pin, or an authentic Wayne's World guitar! Act fast before these chances are gone!

210

**BEHOLD! NEVER-ENDING INFO. ON ETERNAL CHAMPIONS!**

Inside this month's sizzling issue of EGM, we have devoted 12 action-packed pages of information on the latest fighting game, Eternal Champions. Gamers, make sure you are sitting down before you take a peek into what these pages have in store for you. You get character profiles, combos, strategy, movement guides, stats, figures...it's all here in this complete blowout of the hottest fighting cart to ever hit the Genesis. Truly amazing!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# YOSHI'S COOKIE

## Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- ✿ 1 or 2 players, or play against the computer.
- ❀ Choose to be Mario, Yoshi, the Princess or Bowser.
- ✿ Extra puzzle game from the creator of Tetris.

## It's a snack attack!

Bullet-Proof Software, Inc.  
8337 154th Ave. NE  
Redmond, Washington 98052



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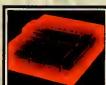
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### SUPER NES TIMES

EGM will stuff your gaming stockings with the latest and hottest Super NES carts. You'll be amazed at the in-depth coverage of such games as

Battletoads/Double Dragon, Star Trek: TNG and much more.



### PLANET 3DO

Get a shot of Mad Dog McCree.

330



### CLUB GAMEBOY

Curl up to the cuddly warmth of Tiny Toon Adventures 2, or if you're in the racing mood, try F-1 Pole Position. Tired of Christmas shopping? Enter virtual reality with The Lawnmower Man! Not in the holiday mood? Join Scrooge McDuck on a treasure hunt.

334-340



### OUTPOST SEGA

Oh, the weather outside might be frightful, but the coverage of Genesis and Sega CD games in this issue is delightful! Stay warm with such carts as T2 Judgment Day and Lunar.

290-328



### SUPER GEAR

Hit the road with F-1 Grand Prix!

344-350





# WAYNE'S WORLD 2

PARAMOUNT PICTURES PRESENTS A LORNE MICHAELS PRODUCTION

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HURLING AT YOU DECEMBER 10

# PUT A NEW SPIN

## SONIC THE HEDGEHOG SPINBALL



Vault into the Volcano Veg-O-Fortress and kick some 'Bot!



Cop the Chaos Emeralds to bust Robotnik's family jewels!



Get down...get up...get a new perspective in the 3-D Pinball Bonus Round!

### STRAP ON YOUR POWER SNEAKERS FOR SPINSATIONAL NEW SONIC MOVES!

Lever-launch through eight fresh worlds of pinball-pumping mutant mayhem as Mobius' most heroic hedgehog rolls into action against the demented Dr. Robotnik! Thousands of Sonic's friends are about to become vegged-out robots... So why are you just sitting there? Get your flippers-flapping – and start spinnin'!



Neither sleet, nor snow, nor a slime slurping Scorpius can stop him!



Pull the plug on the Lava Powerhouse for a real global warm-up!



Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!

# SEGA™

WELCOME TO THE NEXT LEVEL.

# ON YOUR GAME!



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# INTERFACE

## LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...



## LETTER OF THE MONTH!

### PROBLEMS IN 3DO-LAND!

I just bought a 3DO machine on October 2, 1993. I am not a happy camper.

First, without trying I was able to get the pack-in game to lock up the 3DO.

Second, no other software is available as of 10/18/93. I heard that there was to be about 10 games at launch? Where are they?

Is this a repeat of the Sega CD or worse? I like the machine. It's fantastic, but to spend \$760 and get a bad game and no others in sight is wrong!

I tried to call somebody but all I get are answers that more games are being made. Nobody says when they are coming though.



The 3DO was launched without any new games! System owners are not happy!

In closing, the 3DO has a long way to go before it lives up to its potential. If it doesn't happen soon, it could very quickly be the Titanic of game systems. It's already on the ice with me!

Alan Popper  
New York, NY

*(Ed. It sure sounds like the same type of problem that players had with the launch of the Sega CD last year. In this case, the software companies can't be held completely to blame. Because 3DO kept changing the hardware, virtually up to launch date, software companies couldn't fully test out their software. Nice going Trip! We are as disappointed as you are Alan. When we heard that no additional software was available for purchase at launch time, everybody here shelved there plans for buying the system. Even now in early November, all that is available (here in Chicago) is It's a Bird's Life, two Putt Putt discs and Mad Dog McCree. Check our review of Mad Dog before you spring for this disc. Actually, now don't laugh, we recommend you buy Putt Putt Joins the Parade. It isn't a bad game. Perhaps on Madden Friday (November 19) we'll finally see what the 3DO can do!)*

### MORTAL KOMBAT BLOOD CODE!

I have heard from a friend at school that Acclaim hid a code in the Super NES version of Mortal Kombat that brings back the blood in the game. When questioned, he wouldn't tell me what it was but he did describe what the screens look like in a lot of detail. Have you been able to find this secret code?

John Snelles  
Denver, CO

There is a lot of talk that there is an Easter Egg hidden deep inside Acclaim's Mortal Kombat that lets you do the fatalities in the Super NES copy. It is only a rumor as I haven't actually seen it myself, but is it true? Could Nintendo have missed it in their game testing? Is Ermac in the home game also?

Pete Nathan  
Phoenix, AZ

*(Ed. Rumors, rumors, rumors. One thing is for sure, Nintendo doesn't miss a trick when they test out other company's games! No blood, no fatalities, no Ermac. But, Nintendo can't control what the Game Genie can do. Check out our Tricks section for a Game Genie code that changes the white 'sweat' to red blood! Sorry Nintendo!)*



What Nintendo taketh away, the Game Genie bringeth back. Check our Tricks!

### WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



**So What if Pocky and Rocky is a goofy name for a game,  
featuring two characters who've never been on TV.**

# The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)  
"Pocky & Rocky is one of the best carts I've played in a long time." (Dude)

Super NES Buyer's Guide (March 1993)

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."

GamePlayer's Magazine (May 1993)

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."

Nintendo Power (March 1993)

"At last, here's a fast-paced, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."

GamePro Magazine (March 1993)

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"  
Electronic Gaming Monthly (July 1993)

"This game is awesome!"  
Electronic Gaming Monthly (February 1993)



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**Pocky and Rocky... Incredible Action for your Super Nintendo.**

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Thanks for the  
great review guys!

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# INTERFACE

LETTERS TO THE EDITOR

# SENIOR EDITOR WANTED!

Sendai Publishing is continuing to grow with several new video game magazines starting next year. We need an experienced person to immediately step into a senior level position.

The qualified candidate will be an excellent writer, have a thorough knowledge of video games and the industry, possess exceptional communication skills, and is willing to relocate to the Chicago area.

Send your resume, examples of work, salary history and requirements to:

Ed Semrad  
Sendai Publishing Group  
1920 Highland, Suite 222  
Lombard, IL 60148

Letters only, no calls please.  
All information will be kept in the strictest confidence.

## MORE BLOODLESS GAMES!

I want to buy the awesome game Samurai Shodown for the Neo-Geo, but the companies that I call tell me that all of the blood has been changed to white perspiration. Is this true? Why would SNK do this as they certainly don't have to answer to Nintendo?

Keil Lefinsky  
Fresno, CA

(Ed. What the stores are telling you is true Keil. The situation is a bit more complex than one would expect, though. Of course, the arcade game has the blood. If you own a Japanese Neo and plug in the American cart, you will get the blood. If you have the American Neo and plug in the American cart, you get the white 'sweat.' It must have been that after the bloody Mortal Kombat got all the bad press, SNK decided to quickly sanitize their game.)



The Americans get the white 'sweat' while the Japanese get the blood!

## MORE JAPANESE TO U.S. PROBLEMS!

You ran pictures of characters in the Sega CD version of Final Fight that look slightly different from those in my copy of the same game. Why is this? I always thought that Sega was more liberal than Nintendo. Are the Sega censors starting to crack under the pressure of the recent press investigation of Mortal Kombat?

Tom Baker  
Seattle, WA

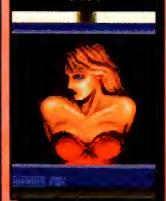


More examples of U.S. censorship. This time in the Sega CD version of Final Fight!

## JAPANESE



## U.S.



Some of the other questionable graphics in Final Fight CD were changed as well.

(Ed. In going back over the work that we did on Final Fight CD, we found out that the pictures we ran were from the Japanese version of the game. In order to be current with our Fact File we had to go to the Japanese version, because Sega U.S. was taking forever to get copies of the American version out to us. As you can see from the above pix, even liberal Sega decided to step in and change some of the graphics for the U.S. players.)

## RANMA 1/2...NEW VOICES!

I am a great fan of Japanese anime. When I read your review and saw your Fact File on the DTMC version for the Super NES, I got quite excited as it seems that finally the game is going to be done right. The question that I have is how could the voices be so bad? I thought that Viz was one of the best in translating the Japanese language into English.

Phil Wiseman  
Miami, FL



The voices in the Super NES game Ranma 1/2 come from DTMC, not Viz.

(Ed. We wondered that exact same thing Phil, so we called the people at Viz to find out what was the real story on the voices. A spokesperson for Viz stated that while they are responsible for the Japanese to American language translation and the new American voices for the video tapes of the series, they, in no way, had any responsibility for the voices that appeared in the video game. They stated that the game voices were the sole responsibility of DTMC and not Viz.)

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Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform

you'll experience thrilling game play and battle your way through the treacherous mountains and forests of

Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

**SONY**



IMAGESOFT

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How does it sound? Well, if this ad had a volume button your mother would be yelling at you to turn it down. Car crashes, alien screeches, jet engines and other bone rattling stereo CD quality sounds will make you jump out of your seat.

When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.™**



**SEGA AND NINTENDO  
MAGS TOO WIMPY!**

One of the things I like best about your mag is the Review Crew. Your editors, most of the time, are right on and some of the comments are downright brutal (but truthful). I had high hopes that 'honest' reviews would be catching on, as Nintendo's mag for a while was running their three person commentary about games, but they quickly cut that section out. The same for Sega's mag as (for a couple of issues) were reviewing every Sega game that was coming out. They too, quickly dropped that section of their mag. What's up? Is the pressure from the advertisers (game companies) really that strong that nobody, other than EGM, can publish reviews that have a little bite to them?

**Tim Kenny**  
**Nashville, TN**

*(Ed. Yes Tim, there is a fair amount of pressure from some of the game companies. A couple have threatened to pull their ads, put us on 'probation', or not send us any games if we run critical reviews. Unfortunately, due to the tremendous amount of games coming out for the Christmas season, even if a game gets a 6 or a 7 (a rather decent rating) companies are still moaning because the major chains aren't placing reorders for games that don't get 8's or 9's. Fortunately though, because of your support, we haven't had to bend to the demands of those companies.*

As to the other magazines, of course we can't answer for either the Nintendo or the Sega pub as to why they stopped reviewing games, but the answer seems to be quite obvious. Why upset the applecart, especially if you don't have to.

I, for one, really liked the reviews in the Nintendo mag. It was the one section where a person didn't have to wonder if it was written by the white shirts at the company. Their reviewers were quite knowledgeable and what they printed sounded like it came from real game players. But that's where the problem comes in.

that's where the problem comes in. Players are quite open about what they think about games. If it sucks, they spare no words in saying so. One hour on the computer bulletin boards will verify that. Nintendo still has game ratings in their pub. Trying to decipher and interpret their

# LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games.

Dear EGM,

I'm confused. I have a nifty little trick for your tricks section. I have sent tricks to you before, but they never get printed. I asked my omnipotent, all-knowing father why this is and he gave me several strange instructions. First, he told me to put my letter in a strange paper pocket called an envelope. I told him that this was a crazy idea. How can you read my letter if it's wrapped in a piece of paper? I couldn't read it. Then my father told me to write your address on the envelope. I thought this was rude. I know I certainly wouldn't want lots of strange people knowing where I lived. Next, my father told me to put a little sticky square called a stamp on the corner of the envelope, and he told me that's how you paid for a letter. This seemed strange to me. I'd never heard of anyone using sticky squares for money. Not even in Tangier. But then, my father said something that proved he'd lost his marbles. He told me to take my letter and put it in a big, blue box on the corner. That's ridiculous! It's dark in the blue box, so how can you read my letter? My father said that every day someone in a white truck comes to collect the mail in all the boxes. Yeah, right. That box must weigh three hundred pounds.

somebody collect all the blue boxes on one truck. Obviously, my father is crazy but they say you should humor people like that so I'm doing what he says. But don't blame me if you never get this letter. By the way, you can visit my father on Tuesdays and Thursdays between 5pm and 7pm in the mail-disorders wing of the state hospital.

Jon Scholt

-Jon Schmidt

**Well Jon, you'd better get used to those big blue boxes on the corner because that's where your prize is going to be. And by the way, say hi to dad for us.**

*current 1-5 scale game ratings is not an easy task, though.*

*Sega's latest issue (page 17, Oct./Nov.) perhaps sums everything up quite plainly, and we thank them for informing their readers where they stand: "Our job is to tell you about the killer titles while remaining mysteriously silent about the bogus ones."*

*Thanks, but no thanks. Sorry boys, any bozo can pick out the good games. There won't be too many players moaning because they wasted money on an Aladdin or Mortal Kombat. But how about all the mediocre titles which need reviewing because they don't live up to the repu-*

*tation of the big name, attention getting license tacked on the game? These are the carts that players have to be warned about.*

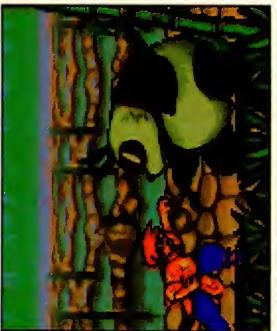
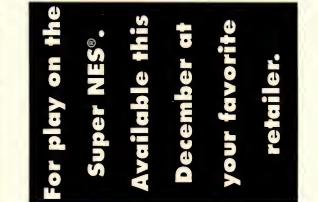
*What's really a joke is just the sentence before the above quote, where they compare themselves to Consumer Reports.*

Wrong again boys. First, the last time I saw CR, they didn't take any ads, yours is loaded with them. Second, CR reviews ALL products in a category, good or bad. They never are 'mysteriously silent.' And fortunately neither are we. But then again, we don't have to give away our mag for free to get people to read it.)



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# INTERFACE

## LETTERS TO THE EDITOR

### MORTAL KOMBAT 2...NOW!

I have heard that Mortal Kombat 2 is going to be coming to the arcades later this year. Supposedly there are 14 characters and tons of secret stuff buried in the game. The fatalities are said to be even more violent and bloody than before. Is this true and when will it come to the home?

Theo Bixler  
Tulsa, OK



Each of the characters in Mortal Kombat 2 will have up to five hidden fatalities!

(Ed. Good information Theo. Yep, as you read this, Mortal Kombat 2 should just be arriving in your local arcade. There are 12 characters you can initially choose from. Some of the old favorites are back and of course, there are new ones to choose from also. Expect this game to be LOADED with secret moves, characters and tricks. From our conversation with Midway people, even the plot has lots of mystery to it. Why aren't Sonya and Kano in the game? You will be able to find out, but you also will have to beat the game with each character. When you do, a different piece of the mystery is explained. As to new characters, if you thought Reptile and Ermac were hard to find, wait

till you get into MK2! And, the home version? Acclaim has the first right of refusal to all Midway games. Will they do it? You bet. But how they will remove the tremendous amount of blood and gore still has to be seen.

We have to really hand it to Ed Boon, John Tobias and the whole MK2 crew for really making the ultimate sequel. Unlike Super Street Fighter 2, which is just a rehash of the old original game with a few new moves and characters, MK2 starts off with a clean slate and has all new features built in. The aura of mystery with all the secret moves only adds to the ultimate fighting game!

It's no wonder Midway walked away with all of the major arcade awards (Most Played Video Game (NBA Jam); Most Played Pinball Game (Addams Family); Most Played Conversion Kit (Mortal Kombat); and New Equipment Award (Mortal Kombat 2). Good job Midway!

### ORGANIZATION FOR GAMING ENTHUSIASTS

Is there an organization where us game players can write in to talk about video games and the industry in general? I have subscribed to several fanzines, but they are only good for a couple of issues and then they stop printing their publication. Is there something more stable? Like an official organization? I heard of something called NAGE but it doesn't seem to be in existence anymore either?

Frank Wong  
St. Paul, MN

(Ed. Sounds like you ought to join GEA (Game Enthusiasts of America). We recently got info from them. They are charging \$10 for a one year membership and you'll get a copy of their publication GEA News which comes out six times per year (although we have yet to see an issue). The address on their letterhead is GEA Publications, 3216 Colebrook Court, Mississauga, Ontario Canada L5N 3E2.)

### BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800 percent and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

### ATARI ADDRESSES LYNX PROBLEM...AGAIN

"I was surprised to read your response to two of your readers in the Interface, Letters to the Editor section of the September '93 issue of Electronic Gaming Monthly. They wrote in asking for more coverage on the Atari Lynx.

We're concerned that your response gives the unwarranted impression that Atari does nothing to help EGM cover the Lynx. You stated that "...until Atari gets around to returning the 'Black Box', the chances of seeing another Lynx Fact File seem pretty slim."

Contrary to the impression you have given your readers, Atari is providing EGM with everything they need to produce articles on the Atari Lynx. Atari provides two sets of pre-release EPROMs of games to EGM, in advance of the final production copies being available to the public. Upon release of the games, Atari also provides professionally created slides of screen shots of the games to EGM. This is of course, the same service that Atari provides to other publications.

The primary purpose of the "Black Box" is for internal game testing, not for publications to produce their own screen shots. It is true that the "Black Box" allows you to take screen shots of the Lynx, but it is not an essential tool for your coverage of the Lynx. I admire your creative zeal that drives you to seek exclusive pictures for your publication, but your response inaccurately paints Atari as non-supportive of EGM. I hope that EGM will correct this perception."

Sincerely,

Robert G. Brodie  
Director of Communications

(We appreciate Mr. Brodie's comments and forwarded his letter to Ed Semrad for his consideration. Our Sept. reply was quite self explanatory. While Atari does send us some slides, we need to take our own pictures to create our Fact Files. We said that in our Sept. reply. We are not going to be locked in to designing a FF from a dozen slides (made from a 'Black Box') that Atari sends us.

The other portable game companies have bent over backward to help us. Sega sent a specially prepared Game Gear, and Nintendo got us a Wide Bay. We are very sorry that Atari would rather give the game tester than to a magazine. And then complain about not getting coverage.

Sorry Mr. Brodie, we didn't give our readers a wrong impression. And despite what you think, you are not giving us everything we need to do articles on the Lynx. Until you provide us a way to take our own pictures (we will buy the BB, if need be) we will not be able to do a FF.

Oh yes, if you really thought that anybody here believed Juli's memo that the BB's were going to be 'updated' for Jaguar use (as if a 64-Bit home console wouldn't have a TV or video out jack) and then returned, think again. Really, sometimes honesty is a good policy, all you had to do was to ask for the 'Black Box' back.)

DATE: 5/9/93  
TO: LYNX REVIEWERS  
FROM: JULI WARD  
SUBJECT: "BLACK BOXES"

We would appreciate your help in a hardware matter.

Our TV Lynx™ or "black boxes" that you are using for screen shots need to be updated for use on a Jaguar machine.

If you would please carefully package the complete unit (both ports and return it to my attention at the address below; I will have it re-worked and returned to you as soon as possible.

This should not hinder your reviews in any way -- we'll get the work done as quickly as we can.

Thank you for your help!

Atari promises to return BB after it is 'updated' to work with Jaguar! Yeah right!

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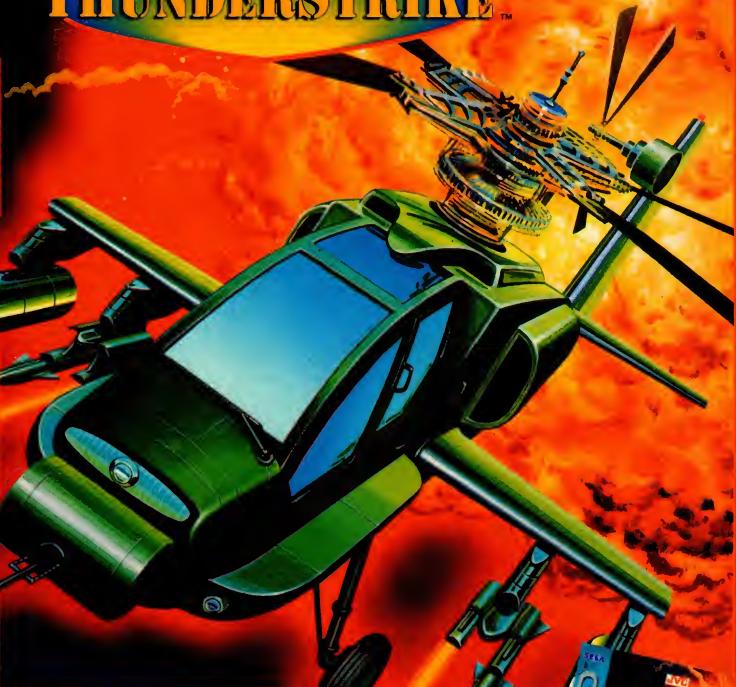
**This ain't "Treasure Island."**  
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**Don't play too soon after eating.** With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.



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As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



**SEGA CD**



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# INTERFACE

LETTERS TO THE EDITOR

## 1994 BUYER'S GUIDE?

I remember about this time last year you brought out your 1993 Video Game Buyer's Guide. In it, I think you reviewed all the game systems, carts, gave out awards and ran lots of Fact-Files. Will you be doing it again this year? Also, now that I have a subscription, will I be getting it free?

Paul Hays  
Madison, WI



EGM's 1994 Video Game Buyer's Guide is out in the stores now!

(Ed. You bet we did another one! All our editors really get into this special issue as each gets to vote for his favorite cart! Yep, the awards are back and you are going to be very, very surprised as to what got game of the year! Here's a hint, even though you would expect Street Fighter 2 Turbo to get it (it did have the most EGM covers) neither that nor Mortal Kombat nor Aladdin won that award! In fact the game isn't for the Genesis nor the Super Nintendo! Could it be a GameBoy or Game Gear cart? Got you thinking now.

All of the other popular Buyer's Guide columns are back and we even rate the new Jaguar, 3DO, LaserActive, Amiga CD<sup>2</sup> and CD-I. We think it is our best Buyer's Guide ever, so don't miss out on this one!

Unfortunately, even though everybody on staff was all for your idea of making it a free 13th issue of EGM, our scrooge-like financial department killed that idea. It should be on the newsstands as you read this!

## LASERACTIVE TOO EXPENSIVE!

I was quite impressed with your Press Start article on Pioneer's new 'game system', the LaserActive so I started calling around to some of my local dealers to see when it would be coming to my area. While I can go in to any store and walk out with the system, I just don't have that kind of money. I was first interested because I always wanted to get into laser discs. The audio and video quality is way beyond anything that VHS tapes can do, but when the dealer said the unit with the Sega pack would cost about \$1400 I laughed and walked out. Not only don't I care about the Sega compatibility, but the laser disc player that I would get is hardly one in the \$1400 class as there isn't any freeze frame in the CLV mode and the machine won't play both sides of the disc. Why the high cost?

James Vincent  
New York, NY



The video footage in the LaserActive games are the best ever done in a game!

(Ed. You're right on the price James. We have seen the LaserActive going for about \$800 and the optional, but needed, Sega or TTI module selling for approximately \$500. That still makes for a \$1300 system which is way beyond even the overpriced 3DO system. The I Will game is one of the best (and hardest) video mysteries ever made but we agree with you that the system has to come down in price before it becomes a household word. It is too bad that Pioneer couldn't have made the games work on only their player. Having to buy the Sega or TTI module really puts the system out of the reach of most families. What's really frustrating is the fact that the Sega (or TTI) module costs a whole lot more than if you went out and bought a Genesis (\$89) and a Sega CD (\$229). The number of games available for the LaserActive is also limited. We have only been able to find one for the TTI module and three for the Sega module. Fortunately more are in the stores in Japan, so if Pioneer brings these over, the LA will look more attractive this Christmas.)

## WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

### WHAT IF...

...Beavis and Butt-Head came out on the Super NES? Fire! Fire!  
Stephan Swan, Oceanside, NY

...There was a Barbie Wrestlemania game?  
Alpha Bustillos, Clint, TX

...E. Honda went to the Jenny Craig Weight Loss Centers?  
Cesar Jazmin III, El Paso, TX

...There was a video game starring Sushi-X?  
Steven Schmid, Kilmer, NJ

...The Joy of Sex came out for the Sega CD and was compatible with the Activator?  
James Tseng, Brighton, MI

...Vega had to scratch his butt?  
Kevin Crendall, Marietta, GA

...Sonic the Hedgehog had athlete's foot?  
Jimmy Henderson, Millpitas, CA

...What if there was a game called Mortal Wombat that starred little furry fighters?  
Sarah Patten, Springfield, IL

...Dhalsim performed a Yoga Flame move on Bad Mr. Frosty?  
Erik Vanders, Williamsburg, VA

...Blanka took a shower?

...Capcom learned how to count to three?

...Cyber Boy never said anything stupid?

...There was a Maki and Rocky video game?



Send your 'What If's' to:  
EGM What If's  
1920 Highland Ave. Suite 222  
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Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

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# INTERFACE

LETTERS TO THE EDITOR

## VIDEO GAME SOUNDTRACKS?

A few EGM issues back you talked about the soundtracks for arcade games. I, too, love to hear the background music from Fatal Fury II, which is also one of my favorite games. Since then, I have been trying in vain to acquire a catalog of video game soundtracks. No one ever answers my letters! Why? How did you get the Fatal Fury II soundtrack? Would you please send me the addresses of the company or companies from which you have gotten your soundtracks?

Nathan James  
Jackson, MO

(Ed. We here at EGM are very fortunate to have a great foreign correspondent

over in Japan. He shops around for all of the new carts and other cool stuff for us in his local stores. We did pass on your request to Terry Aki and he gives you this reply:

Dear Nathan,  
Yo dude, checked out your letter about the Fatal Fury 2 soundtrack. I live in Japan so it was no problem for me to trip down to my local CD shop to scoop it up. I think it was about ¥2500 which is a bit over \$20. Unfortunately I don't know where you might look for something like that where you live. I'm sorry I can't really help you out with addresses of places in Japan because the stores normally don't do overseas mail orders—you know, the language problems. Also, the shipping charges would be rather high and the package would have to go through U.S. customs where they would add on an import duty charge. It would be quite expensive when it finally would get to your house. Perhaps there will be a Sound Test Mode in the game. -Terry Aki  
[Ed. For a rare chance to get some of the best game music ever made, don't miss the Secret of Mana art contest on this page. You could win a CD of their tunes!] ]

## EGM! SPECIAL ASSIGNMENT!

Draw your favorite character from Squaresoft's game, The Secret of Mana.

For an added incentive, the best 40 drawings will receive a copy of the audio CD of the soundtracks in The Secret of Mana, courtesy of Squaresoft.

Here are the results of the Special Assignment from EGM 52. Ryan Bresnahan and Todd Scott accepted the challenge to draw Sushi-X the way he really looks. Although Sushi won't reveal a picture of himself, one of us is on the right track.

Ryan Bresnahan  
Hinsdale, IL



Todd Scott  
Jobstown, NJ

## POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new 6 button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!



## THE POG CRAZE!

I recently went out to my favorite game store and bought NHL '94 for the Genesis. The game is great and lots of fun to play, but when I opened the box, I found something really weird inside. It was a small cardboard coin with the EA Sports logo written on it. I haven't found any real use for it. What's this thing for anyway?

Brian Sandusky  
Oakland, CA



It seems that Electronic Arts has started introducing Pogs with NHL '94.

(Ed. The coin that you found has many different names depending on where you live, but the most common name is Pog. It's a game that originated in Hawaii using tops from drinks. Comic companies are starting to jump into this strange game craze.)

This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break a pog and send your postcards addressed to Interface: Letters to the Editor.



Schuyler Schultz of Charlottesville, VA wins Sega's Arcade Power Stick for his 'dog' of an entry.



Mike Wood from Toronto, Ontario, Canada nabs Sega Game Gear Carry-All for his lovely postcard.

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— NINTENDO POWER



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# **HERO MATCH-AND-WIN**

# WIN A FULL-SIZE ARCADE GAME



**To see if you are a winner, locate the special HERO Match-and-Win Contest Card located in this issue and take it to your local comic store and ask to see the special HERO Match-and-Win poster. This could be your chance to win a Super Street Fighter II Arcade Machine, a copy of SFII Turbo for the SNES or one of dozens of other great prizes!**

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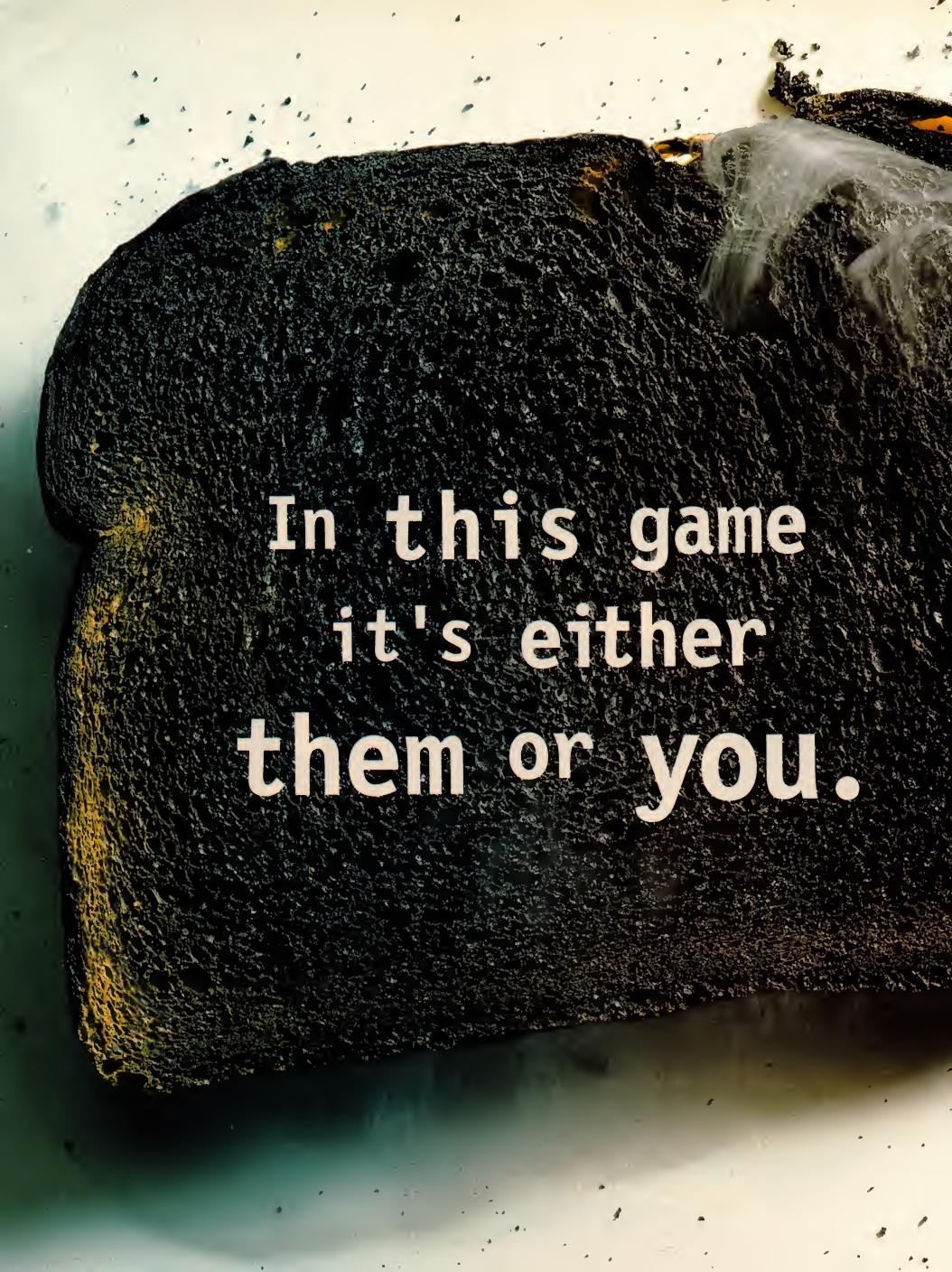
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Intensity 101!

## YEAR END SPECIAL!

Here it is!

The year end special to the EGM Envelope Art. This expanded section features the usual top winners from this month, but there is also a second chance drawing where those who didn't win first prize can now score some prizes. What else would you expect from The Biggest and Best video game magazine?



Jay Delarosario  
Tampa, FL



Matt Clarke  
Myrtle Creek, OR



Jon Allegrezza  
East Longmeadow, MA



J.J. Maddox  
El Paso, TX



Jack Szyda  
Winnipeg, Manitoba, CAN



Gibson Yen  
Silver Spring, MD



Steve O' Blenis  
East Providence, R.I.



Paul G. Herbert  
Quincy, MA



Varu Jan  
Los Angeles, CA



Bryson Hughes  
Santa Cruz, CA



Elden Urada  
Waianae, HI



Mike Hackett  
Carterville, IL



Stephan Cloer  
Casselberry, FL

## WIN A BIG STICK! FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).



**QUARTERMANN'S**

# **Q-LETTER**

## **GOSSIP FOR EGM SUBSCRIBERS ONLY!**

Coming at you from Earth, Saturn, and all points in between, the Q-Mann is here once again to dish up a special selection of gaming gossip for your eyes only! No where else will you find info this hot - that's Quartermann guarantee! I've pulled out all stops for this special edition, Q-fans, so without further delay let's jump into the best that video gaming has to offer...

...The Q has a bag full of new Saturn rumors straight from the land of the Rising Sun. For all the uninitiated, the Saturn is Sega's upcoming stab at the super system market, with 32-Bit firepower, a CD mech up top, and Sega's long-term software commitment. The big boys at the big 'S' want to take out 3DO and this is their dream machine! The latest rumblings on the street have the Saturn decked out with a high-speed disc drive that moves at four times pace of your average machine. This mean machine is also said to be equipped with seven (you heard right, that's SEVEN) processors. The brains of the console will handle everything from graphics to sounds independently. Also, sources close to yours truly have disclosed that Sega will be packing their fifth generation 32-Bit arcade hardware into the Saturn with the ultimate goal of giving gamers the chance to play their favorite quarter-munchers at home. Finally, the group leader responsible for Sega's upcoming polygon fighting game called Virtua Fighter, let slip that this new arcade bash-em-up will likely be the pack-in game when the Saturn debuts in the States next year...

...Looks like Sega finally got wise and plans to follow Nintendo's lead with a port of the Neo-Geo classic Art of Fighting onto the Genesis...With the demise of the Lynx and Gameboy on a decline, it looks like the Game Gear may soon be the portable king of the hill. Sega is unleashing a number of new titles that expand upon the 16-Bit originals (like X-Men, which will feature additional characters on the GG). Also hold on tight for a special GG translation of the upcoming Sega epic, Eternal Champions...

...Just what is the mega-buck Sega Multimedia Studio really doing? Sure there are some CD-ROM titles finally hitting the shelves, but they're all coming from sources other than the big 'S'. The Q-Mann hears that things are getting tense inside the house of Sonic and that the white shirts of Sega are barking on the Jurassic Park CD to save their skins...Acclaim is committing to 3DO in a major league way, with several titles in the pipe. The Q Rumor Mill sez that the first release will be NBA Jam, hitting the court the first quarter of 1994...SNK is looking to be the big boy on the fighting game block and they're putting their money where their cart slot is! The newest fighting game for the Neo-Geo is rumored to be a 200 Meg monster cart called The Survivor and feature characters from both World Heroes and Fatal Fury. Although the bash-em-up scene is getting crowded, the Q-Minotor can't wait...

...With the Sega CD approaching the magic million mark, more companies are starting to give the CD-ROM platform a closer look. Data East has thrown their support behind the disc machine, with an enhanced version of their popular Side Pocket pool simulation. Look for mouse compatibility on this pup...The last holdouts waiting to bring out hit games for Nintendo and Sega simultaneously will dwindle by one shortly. Hudson Soft has gotten the nod from Sega of America behind closed doors and may start producing their super softs just in time for the holidays. Other big guns like Interplay and the leading Brit firm, the Sales Curve, will also sign on to Sega before the end of the year. In fact, the Q-Mann got an advance screening of an absolutely incredible version of The Lawnmower Man on Sega CD that will blow you minds!...

...Now that Sunsoft has captured virtually every Loony Tunes character you can think of, the Q-Mann has it from the inside that a whole slew of comical games are on the way. In addition to their current crop of hits, Siller and Co. plan to produce carts based on Sylvester and Tweety, Porky Pig, and Speedy Gonzales! Also keep your eyes peeled for a Scooby Doo game for next year...Hold onto your wallets! If you thought the 3DO put a dent in your bank account, wait until you see what Pioneer has in store for the die hard gamer. The base LaserActive system will list at over \$900 and the Sega CD and Duo CD add-on modules will lift the package another \$600 bucks! With games that are retailing for 120 clams, the LaserActive is threatening to take the claim of "Most Expensive Game System" away from SNK without a second look...

...That's it for this inside trek around the gaming industry!

**- QUARTERMANN**

The Q-Mann Top Ten will be back again next month, kiddies, so that EGM can bring you this important announcement...

**IT'S NOT A TEST!**

**THIS IS AN EMERGENCY!**

and EGM IS  
THE PLACE TO BE!

## **THIS IS YOUR CHANCE TO WIN YOUR VERY OWN MORTAL KOMBAT 2 ARCADE MACHINE!**

...'Tis true, Quarter-Fans, the one and only guru of gaming info has twisted the Boss' arm to give you the ultimate contest for the readers of the ultimate game mag! This is your chance to connect with EGM and get the goods in return - your very own Mortal Kombat 2 machine delivered right to your door! What a deal!...

...Simple fill out your name, address, phone number, age, and favorite Mortal character to Sendai H.Q. for automatic entry into this killer contest! The rules are the same as all the other Sendai contests, and the decision of the judges (that's me) is final...

...So show your stuff and get the card in today, bucko, because the Q-Mann's only gonna wait until January 1st for the cards to get here - after that and you're dropping quarters at the arcade! Act today and remember, void where prohibited by law, taxes are the responsibility of the winner, the decision of the judges is final (you already said that stupid), and the random drawing will be made from all entries received before January 1, 1994. Got it? Good!...

# **THE Q-MANN DIGS INTO THE GUTS OF MIDWAY'S MK2...**

Midway denied that it existed, but the Q-Mann fought his way behind enemy lines to get a sneak peek at a sequel even more incredible than Super Street Fighter, a perfect game that has now met its match

...When yours truly took a bite out of Super Street Fighter last month, I couldn't think of a way that fighting games could be pushed any further - until I fell into the AMOA and into the ultimate feast for fighting fans - the long-awaited Mortal Kombat 2! Mortal K. 2 is packed with new characters, new storylines, new moves, and more hidden goodies than you can shake a stick at! If you're looking for a truly complete game (fighting or otherwise), then this is the coin-op your quarters have been waiting for!...

...Mortal Kombat 2 not only features new faces with new moves, but also most of the original MK crowd, back to their old antics as you fight your way to the top of the pack! In addition to the required selection of unique attacks designed to keep fans of the original all woody, the gurus of gaming at Midway have selected a number of new characters - decked out with new techniques - to keep the fight as fresh as ever. The game also enhances overall play by wrapping the mayhem together with an ever-changing storyline (including the mystery surrounding the disappearance of my girl Sonya) and power moves that actually change as your character progresses through the game! In MK2 your abilities are ever-changing, becoming more powerful as you learn new skills and hone your talents...

...The biggest draw for Mortal K. 2, however, is the incredible number of hidden characters, enhancements, moves and other secrets that are guaranteed to keep player salivating for months to come (we're talking literally a dozen additional baddies - many of whom make Goro look like the Kool-Aid Man). All in all, this game burns...

## **Q-MANN RATING:      A MORE PERFECT 10!**

...Sorry for the change in contests, o'blessed Q-Fans, but when yours truly went one-on-one with Mortal K. 2 I knew that the real champ of the fighting genre had been found. Send in your entry and see if you can't cash in on the good stuff...

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Play on a six-man international  
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the Gold Medal!



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# EGM ENVELOPE ART!

A new feature to the pages of EGM will be a Second Chance drawing every December. This contest is an added bonus for all those great artists that didn't make the first prize drawing over the past months. Now you get the opportunity to score some holiday loot! The editors chose one letter from



Sean O' Kelley  
Pt. Hueneme, CA

**SECOND  
CHANCE  
DRAWING!**

each month to be eligible for this drawing. Below are the choices along with one Grand Prize winner who will receive an assortment of controllers and accessories. If you didn't make the cut this year, keep sending that artwork so you could be eligible for next year's contest.



Michael Perkins  
Davis, CA



Nick Ciancibelli  
Kalama, WA



Michael Cappiello  
Stamford, CT



Jeff Waynick  
Citrus Heights, CA



Michael Edilson  
Los Angeles, CA



Matt Oreno  
Worcester, MA



Derek Snock  
Pomona, NJ



Tim Wann  
Baltimore, MD



Welland Lau  
San Francisco, CA



Paul Harmon  
Sacramento, CA



Tracy Lesch  
Lake Geneva, WI



Bryan Antonisse  
Calgary, Alberta, CAN

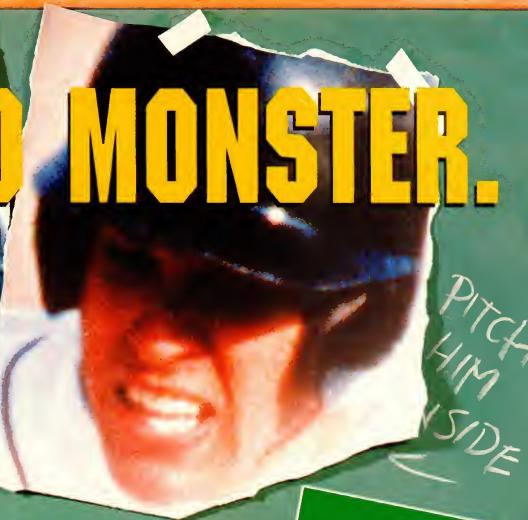
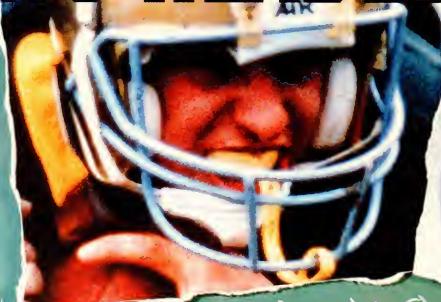
## WIN AN ASSORTMENT OF ACCESSORIES! FIRST PRIZE - VARIOUS CONTROLLERS AND PERIPHERALS!

The EGM editors have opened their holiday gift bag and are offering one lucky person the chance to win a wide assortment of controller and accessories for the holiday season. Now you

can play all those cool games you got for the holidays with our gift to you. Don't worry if you didn't win this year, our drawing will take place again next year so keep sending that artwork!

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# MONSTER.



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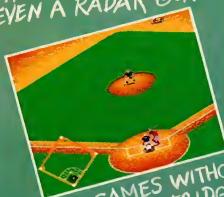
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# LYNX



ATARI

# LYNX KICKS

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Lynx has a 3.5" screen.

**BUT**

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

**BUT**

Game Boy has two.

Lynx has a 16 bit graphics engine.

**BUT**

Game Gear has an 8.

Lynx has molded rubber hand grips.

**BUT**

Game Boy has plastic.

Lynx allows up to eight players.

**BUT**

Game Boy allows up to four.

Lynx has right or left hand play.

**BUT**

Game Boy and Game Gear do not.



**THEIR BUTS.**

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# REVIEW CREW

41 GAMES REVIEWED!!!

Secret of Mana, Super Trolldan, The 7th Saga, Sunset Riders, Arcus Odyssey, Daffy Duck: The Marvin Missions, Wicked 18, Super Empire Strikes Back, Aero the Acro-Bat, Lufia, Tecmo Super Bowl SNES, Cosmic Spacehead, Blades of Vengeance, Genghis Khan 2, Super Chase R.D., Wolfchild, Pugsy, TMNT: Tournament Fighters, Rolling Thunder 3, Dr. Robotnik's Mean Bean Machine, Treasureland Adventure, Super NBA Basketball, Ren & Stimpy: Stimpy's Invention, Sonic Spinball, Tecmo Super Bowl GEN, Time Killers, Mazin' Saga, Lunar, Crash 'N Burn, Pugsley's Scavenger Hunt, Lethal Enforcers, Beyond Shadowgate, Mad Dog McCree, Tiny Toon Adventures 2, Fantastic Dizzy, Desert Strike, Desert Speed Trap, Cool Spot, Tetris 2, Mega Man 4, Battletoads

## MEET THE REVIEW CREW!

### ED SEMRAD



Our Head Ed recently visited the AMOA show and flipped for Midway's Mortal Kombat II. At least it was enough to keep his mind off of dancing broccoli.

#### Current Favorite Games:

MK2; I Will (LaserActive); X-Men 66

### DANYON CARPENTER



Ol Dano's got the blues now that jet ski season is over. Oh well, he's got plenty of games to keep him busy during the long winter months.

#### Current Favorite Games:

Sonic CD; Flashback SNES; Ren & Stimpy

### AL MANUEL



Al is the latest addition to the Review Crew. He's a determined game player who is very selective of the games he enjoys. Anime role-playing games are his favorite.

#### Current Favorite Games:

Mana; Super SF2; Gunstar Heroes

### SUSHI-X



Sushi went away on a retreat to hone his ninja skills and came back better than ever. With all the fight games out, he's sure to have his hands and feet full.

#### Current Favorite Games:

Mortal Kombat II; Super Street Fighter

### MIKE WEIGAND



Major Mike recently took a trip to fine-tune his fly-grabbing skills, but with the onset of winter there may be no food to be found! He can't wait for ActRaiser 2, though!

#### Current Favorite Games:

Samurai Showdown; Putt-Putt Joins the Parade

## GAME OF THE MONTH

**Super NES      SquareSoft**

### Secret of Mana

RPG

Release: Now

Levels: N/A

16 Meg



### ED SEMRAD

Mana's a good RPG from beginning to end. Though the story was just OK, I really loved the dragon scenes, especially when the fortress is flying. The added ability to have two friends along is one of the best ideas. I wish more companies would do the same. When alone, the computer allies seem a bit stupid and tend to get killed easily. Overall, one of the most impressive RPGs I've seen in quite some time.

### AL MANUEL

SOM is one of the best adventure/RPGs to come out since Zelda: ALTTP. The game play is similar to Zelda and the graphics are as good as they come. The music is well done at catching the mood of the story. Aside from these, the standout feature is the ability to play three players simultaneously. This is a big plus. Squaresoft may take forever to come out with their games, but they're usually worth the wait!

**SECRET OF MANA**  
**EDITORS CHOICE**  
**GOLD**



### DANYON CARPENTER

There has never been enough RPGs for the Super NES, but Mana fills that void nicely. Containing some of the best music I've ever heard from a cartridge and a story that will keep you glued to your seat, Secret of Mana really delivers a powerful punch. The best part of all is that you can have two friends along for the journey with a Multitap! Warning—this game is highly addictive.

### SUSHI-X

RPGs were never my favorite type of game. But after some serious meditation on all the cool RPG titles, I've gotten into them. Secret of Mana is an excellent example of what a good RPG can be. The quest and story are intricate and take plenty of discovery. Graphically, the game is cute with good color and detail. The sounds are great as well and add to the game. The real clincher is the Multiplayer Option.

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## ARCADE SMASH HIT!



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GAME  
SAMPLING.  
CAN YOU  
HANDLE IT?



# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Super Trolland

Amerisoft / Super NES

Woah! Wait a minute. This is an interesting concept (turning black and white lands into color), but the incredibly fast speed at which you travel leads to many unintentional errors—like running into enemies!

7	7	4	6	6
ED	DAND	AL	SUSHI	MIKE

### The 7th Saga

Enix / Super NES

The best thing about this RPG is you can play it repeatedly and never get the same game twice! The non-linear game play and excellent Mode 7 sequences make this the RPG to get. Soul Blazer fans should take a look.

8	8	7	8	7
ED	DAND	AL	SUSHI	MIKE

### Sunset Riders

Konami / Super NES

This version is almost identical to the arcade version, so longtime fans should definitely check this one out! Being a one-hit wonder does get a bit frustrating, but the Two-Player Simultaneous Mode is a blast. A Konami winner!

8	8	7	8	8
ED	DAND	AL	SUSHI	MIKE

### Arcus Odyssey

Renovation / Super NES

Previously a Genesis game, this has an interesting perspective and enough characters to keep things interesting. It is basically like Gauntlet with its arcade-style action, so fans of that game may want to check this one out.

7	7	7	7	7
ED	DAND	AL	SUSHI	MIKE

### Daffy Duck: The Marvin Missions

Sunsoft / Super NES

First Death Valley Rally and Taz-Mania, now Looney Toon Daffy Duck! The animations (just stand Daffy still) and voices are excellent, yet the control needs a bit of work—the jumps being particularly troublesome.

8	7	6	7	7
ED	DAND	AL	SUSHI	MIKE

Super NES      Bullet-Proof

### Wicked 18

Sports	Release: Now
Levels: N/A	12 Meg



I will start off by saying that I'm not really fond of these types of games. Yet, Wicked 18 kept me entertained. The graphics are very well done in my opinion, plus there was a lot of strategy involved. Once you get to learn the controls, it's a lot of fun, but it takes time to get into the game. Wicked 18 is good for golf fans, but most people will probably pass it up. I like Wicked 18. This should be tried at least once.

Although there aren't too many golf simulations out there, I find Wicked 18 to be the best of the bunch for many reasons. There are many Play Options to keep you busy. The huge variety in the course layout is cool with its large lakes and floating pillars in the course. What other golf sim has the green on top of a huge mountain? Not many. Multiple players can even join in for a competitive match.

Somebody's got to wake me up on this one. This is a major snore! It takes too long to get going on a game just so I could adjust the view angle, pick my club, set my feet, adjust swing power and choose what part of the ball to hit. This is way too slow and tedious for me. The polygon graphics make it tough to judge the levels of the landscape. The game's difficulty was as hard as it was for me to keep my interest.

Golf isn't exactly my favorite sport, but this cart does have some game play to offer fans of this sport. The graphics aren't as great as some of the famous computer versions, but the options and strategy are all present to make it fun for golf enthusiasts. This game may not win you over to golf, but if you're into this type of sport, this is a good cart to give you some at-home practice on this expensive sport.

Super NES      JVC

### Super Empire Strikes Back

Action	Release: Now
Levels: N/A	12 Meg



Super Empire Strikes Back has all the elements to make a good game: a great plot, familiar characters and tunes. However, the game play leaves much to be desired. There are a lot of 'instant' hits. Fortunately, there is a password feature that lets you continue where you left off. The graphics are phenomenal especially when flying to Bespin. This is great for fans of the movie. Yet, poor control hurts it.

While I really enjoyed the movie, I just couldn't find myself enjoying this game very much. The control needs more work and seems sloppy (even when not standing on ice) and the game is just plain HARD! You never really get a chance to defend yourself because everything is attacking you all at once. On the plus side, the music is very good and follows the theme of the movie correctly. Now, about that difficulty...

I think my problem was my hopes were too high. Yes, the game follows the film's story with excellent cinematic displays and the music is well orchestrated, but the game play totally blows! Moving Luke and the other SW characters turned out to be a struggle. What's worse is you are totally bombarded with enemies that seem to take an infinite number of hits before they finally die. It's a disappointing cart.

From the looks alone, this cart is great! The game play is a bit too rough for my liking and can detract from game play. It takes a while to get used to the control which is frustrating. However, the graphics and sounds are good and the levels are well done adaptations of the movie. If you liked the first one, you should give this a try, but only if you think you can handle the slightly tough playability.

Super NES      Sunsoft

### Aero the Acro-Bat

Action	Release: Now
Levels: 5+	8 Meg



Aero is one of the most creative games I've seen. The circus-type levels are colorful and the game is fun to play, which is how things should be. There's something new on every level and the controls are good. There are a lot of icons to find and places to explore. The game gets very tough early on and it takes practice and memorization to advance. If you're looking for a good action cart, you'll like Aero.

Aero joins the ranks of the mastodons titles and comes through as a winner. This game isn't a mindless ripoff of other games, it actually has technique. Each level has you accomplishing different tasks for even more variety. The music is also worth mentioning. It's a compilation of popular circus tunes that really add to the humor and fun of the game. Aero the Acro-Bat is definitely above the normal action games.

It's very difficult to come into the market with a great platform game, but Sunsoft's Aero is a rare gem. This has some of the most impressive graphics I've seen. The near-perfect calliope music really sets the tone of the game and gets you into it as well. There are tons of out-of-the-way areas to get to and find. The game play is very good and responsive with his double-jump-spin attack. I dig this game!

Aero has got a lot to offer. There is plenty of technique and the controls meet the task at hand. Cute cartoon and circus graphics add a fresh touch. The levels are big with lots of icons and extra areas to explore. The backgrounds have nice scrolling and the sounds are also right up there. An addicting game on the order of Sonic. The new cuddly character of the '90s is Aero the Acro-Bat.



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Mega Man do away with  
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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Lufia

Taito / Super NES

This is a slow-paced RPG with an overhead perspective, an interesting story and plenty of weapons. The enemies are plentiful and fearsome, but the music is a bit on the goofy side which doesn't really fit the theme.

**8 8 8 8 7**  
ED DANO AL SUSHI MIKE

### Tecmo Super Bowl

Tecmo / Super NES

For a football video game, Tecmo Super Bowl gives the competition a good run for its money. It has plenty of teams and options to choose from, with realistic cameras to give players a break from the action. Good sound effects.

**8 7 6 7 6**  
ED DANO AL SUSHI MIKE

### Cosmic Spacehead

Codemasters / Genesis

This plays like the Putt-Putt games for the 3DO. You use a pointer on a screen to move your character. This is slower paced and will probably be enjoyed more by younger players. The control is sluggish, as well.

**6 7 6 7 6**  
ED DANO AL SUSHI MIKE

### Blades of Vengeance

Electronic Arts / Genesis

Take away the cheap hits and Blades of Vengeance could have really been something. But as it is, fans of Golden Axe and the like will probably be right at home with this one. The two-player simultaneous is a big plus.

**8 7 6 8 6**  
ED DANO AL SUSHI MIKE

### Genghis Khan 2

Koei / Genesis

Genghis Khan 2 is one of the most comprehensive military strategy games (like the earlier game P.T.O.) out there! You control everything, from generals to troop deployment. Fans of military strategy will love this.

**8 6 5 7 8**  
ED DANO AL SUSHI MIKE

Super NES      Taito

### Super Chase H.Q.

Driving      Release: December  
Levels: 7+      8 Meg



I like this cart because it goes beyond your average racing game. The action gets really intense, but it's not frustrating. The scaling and graphics are really top-notch. Perhaps because of the perspective, it doesn't seem like Chase H.Q. It also needs more of a time limit. The Bosses always manage to speed up and run down the time. Its effects wear off after a while, but it's still good.

Hey, this is kinda fun! I remember playing the original Chase H.Q. in the arcades and really had a ball with it. This game is cool because you not only get to drive a cop car outrageously fast, but you also get to bash the heck out of the criminals' cars. A boring driving game this is not. I could see how the game would get old after a couple times playing it, but it's still a blast to go back to and play. It's definitely fun and original.

I never thought a driving game (outside of racing games) could be made with much originality and game play. The graphics aren't Virtua Racing, but who cares? Being able to crash into the cars you're chasing till they're disabled is a total riot, since I can't do it legally on the road. The sounds and the digitized voices probably could have been a little better, but the intensity makes up for it. Mark this up for one to buy.

This is a pretty cool driving game with a lot more action than your standard racing game. The graphics are decent and the scenery is done well. The thing that sets this apart from other racing games is the intense confrontation with the Bosses and the high pressure due to the limited time to defeat them. The game gets harder as you go along and the action gets equally intense as the time dwindles.

Genesis      JVC

### Wolfchild

Action      Release: Now  
Levels: N/A      8 Meg



This game is your average action cart with pretty good graphics. It plays well, but it needs more. The whole game is very long, and the difficulty is a tad harder than what you'd expect. Wolfchild needs more power-ups and more of an incentive to keep going. I found myself getting bored of the repetitive game play. Wolfchild will only please hard-core action fans. Other players should stay away from this cart.

What do you get when you have a CD-ROM game and take away the CD-ROM? You get a game that's identical to its predecessor without the CD tunes. Wolfchild isn't necessarily a bad game, but the game's linear 'walk 'n punch' theme has been seen many times over and the game gets repetitive quite quickly. The ability to mutate into the wolf is neat, but it doesn't help an average game get a higher score.

It was very hard for me to keep playing this one. Playing this became more of a chore as I got into it. From the start, the graphics weren't very exciting with its dull, drab colors. The sound effects were nonexistent at times when you hit the bad guys. The game play isn't even average. The only redeeming quality of the game is the smooth animation of your character. I think I may be a little generous with my rating.

There are some nice sequences in this game, but overall there isn't anything special to keep you playing. It's similar to the CD version, but it needs a few more power-ups to keep the action going. The transformation to the wolf could have been done more drastically with more power-ups. The game plays average but the levels aren't complex, and there isn't enough challenging technique to give it any replay value.

Genesis      Psygnosis

### Puggsy

Action      Release: Now  
Levels: 51      8 Meg



Puggsy looks like it was originally a computer game for some reason. It's a sort of action/puzzle cart in a sense. It animates and controls very well. Puggsy should entice experienced players as well as the youngsters. Though I have no idea what he is, I like Puggsy. The music is very tropical which is cool. Should you be looking for a suitable game for kids, Puggsy will fit the bill. This game is strange yet fun.

Just what is Puggsy? It could be the greatest mystery of our time. Anyway, this game is cute. It has extremely colorful graphics (on the Genesis no less) with music that seems like it's right from the Amiga computers. Basically, you must wander through all the levels and collect pieces of Puggsy's spaceship. Original? Maybe. Fun? Yes! Puggsy's animations and features make this a good game for kids and adults.

I'm not much of a puzzle game fan, but this is actually pretty good. While the game's graphics and sound are nothing special, it still stands on its own as a decent mind-bender. There are a lot of levels with neat little tasks you can get Puggsy to do. The problem is it could get monotonous which ends up making you not wanting to play the rest of the other levels. A good game to play on a boring, snowy day.

A cute little character, but he's kind of sluggish. This looks like an Amiga game, which isn't bad, but it doesn't have great control or playability to go along with its good looks. There's a lot of strategy and its cute nature may appeal to kids, but it gets a bit redundant after a while. Overall, it's a puzzle game and it takes a bit of patience to make it through some levels. Still, its cute graphics will keep you coming back.

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GENESIS

# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### TMNT: Tournament Fighters

Konami / Genesis

Oh no! What happened to this one? The Super NES version was excellent, but this one isn't even close. There aren't many moves and the fighters are unappealing. The game also has a darker look and feel.

**6 6 6 5 4**  
ED DANO AL SUSHI MIKE

### Rolling Thunder 3

Namco / Genesis

This is a great looking game with an interesting theme, but the game fails in the control and game play department. There isn't much technique involved, but the multitude of weapons you can pick add some interest.

**8 7 5 7 5**  
ED DANO AL SUSHI MIKE

### Dr. Robotnik's Mean Bean Machine

Sega / Genesis

Like Pac Attack, once you start playing, good luck trying to put the controller down! The one-player game is a blast and the Versus Mode for two will keep you at it all night! The cinematics and graphics are also well done.

**8 8 7 8 7**  
ED DANO AL SUSHI MIKE

### Treasureland Adventure

Sega / Genesis

Yes, it's Ronald McDonald in his own video game, but guess what? It's pretty good, too. The levels are big with plenty of items to find, and the various appearances by Ronald's crusty, yet benign, friends are a nice touch.

**8 8 7 7 7**  
ED DANO AL SUSHI MIKE

### Super NBA Basketball

Tecmo / Genesis

Super NBA has excellent control, and there are plenty of options to choose from! The real difference with this game is probably if you are a sports fan. It probably won't convert anyone to this genre, but fans will love it!

**8 7 6 7 6**  
ED DANO AL SUSHI MIKE

Genesis      Sega

### Ren & Stimpy

Action	Release: Now
Levels: 6	8 Meg



Ren & Stimpy is terrific for the Genesis. It's faithful to the show, and the animations are enough to make anyone laugh (especially the Giraffes at the zoo and the Beaver Power). Its only real downside is the Two-Player Mode, which is more aggravating than fun. Using another player as a tool can be fun, but its control lags. Ren & Stimpy can be a lot of fun, but word of advice—you should play alone.

Ren & Stimpy is an absolute riot! Sega conjured up another winner by giving us all their hilarious antics and sounds completely intact. The levels are pretty long and give you plenty of things to do in them. This game is also two-player simultaneous, but it's hard to cooperate with another player to get things done. Even if you're not a fan of the show, Ren & Stimpy is a solid action game that shouldn't be overlooked.

This is the best version of the cat and dog duo. Fans will be literally rolling when they see the crazy antics of these guys in action. All the funny characters are here, like Powdered Toastman. The graphics capture their hilarious facial expressions while the sound will have you cracking up. The best part is that it's two-player simultaneous and you can switch them off, even in One-Player Mode.

Being a fan of the show, I thought this game was a blast. A lot of cameos from other Ren & Stimpy characters make it fun to play throughout. The graphics and animation are top-notch and come right out of the cartoon. Sounds aren't the best, but still support the hilarious antics. Its only drawback is that a two-player game is twice as hard as a one-player. Anyone can enjoy it, but fans of the show will love it.

Genesis      Sega

### Sonic Spinball

Action	Release: Now
Levels: N/A	8 Meg



Sonic returns! Yeah! I like his new adventure. The thought of being in a pinball machine is a real novel idea. The graphics, music and sound are all top-notch. As it stands by itself, it's a good game, but it pales when compared to the other Sonic games. If you are a real pinball wizard, you'll probably love this game, but Sonic fans might be disappointed. Hooray for Sonic, let's see another!

Well, it looks as if Sonic is taking up a new career as a pinball. Sonic Spinball is definitely a new setting for the hedgehog and there are points for originality, but the overall execution of the game seems like an afterthought. The scrolling of the pinball boards is choppy and it's hard to control what you want to do. As a plus, the boards are huge with lots of nicks and crannies with items to seek out. It's worth a look.

Video pinball games aren't the most exciting, but in this case, I can make an exception. This plays as well as any other game in its category. New Sonic animations have been included which were not found in his other adventure games. On the down side, the graphics don't appear sharp and the sound was uninspiring. At times, it's hard to get into other areas of the pinball and you'd end up going in circles.

This is a really fresh idea for Sonic. There is a lot of pinball action and great animations of Sonic rolling, spinning and teetering. Each level is huge with multiple play areas that are all interconnected. There are plenty of passageways, but it could have used a few more power-up options like extra speed ball. The game gives you plenty of chances, but it is still quite hard to complete each level.

Genesis      Tecmo

### Tecmo Super Bowl

Sports	Release: Now
Levels: N/A	N/A Meg

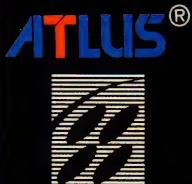


I loved Tecmo Bowl for NES, and this cart retains all that I enjoyed in the first one and has enhanced the idea. I wish with the upgrade to a 16-Bit machine, the players could have been a bit larger. The plays are easy to get off and the control is top-notch. You get the sense of being there with your team. Armchair athletes must play this one. One of the better football carts to come to the system in a while.

Tecmo is developing quite a reputation for their sports games and this one is pretty good—even though I personally dislike many sports games. There are lots of cool plays and you can develop a nice strategy against your opponent. Playing against another person equals maximum fun. If you're looking for another sports game to add to your library, you can't go wrong with Tecmo Super Bowl.

I like sports games a lot, even though I basically stink at them. But, this one just didn't do it for me. The various Tecmo cinemas that pop up during a play are a nice touch and the digitized voices are very cool, yet the graphics are just slightly better than 8-Bit and there aren't enough plays to make it very strategic. Another flaw is it sometimes takes the entire defense to bring down a ball carrier. It's not for me.

Tecmo always delivers good sports products and this game is no exception. The plays come off rather well and its control is good for a sports game. Visually, the players need to be a bit larger and more graphic detail could have helped out. Still, this upgrade for the 8-Bit version plays well and is sure to give football fans something to keep them busy during the upcoming football season.



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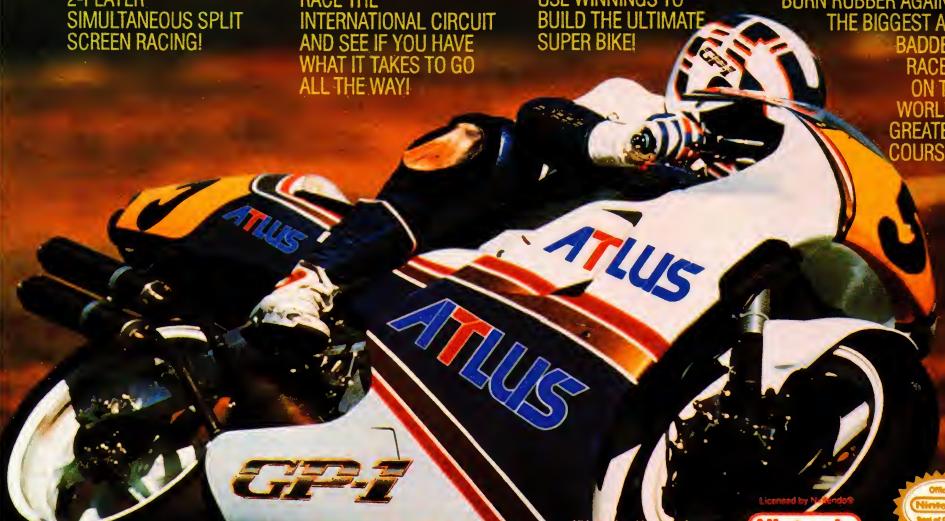
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BUILD THE ULTIMATE  
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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Time Killers THQ / Genesis

Uh... no. The only remotely redeeming factor of this "fighting" game is the "super death moves" where you dismember an opponent with one fell swoop. Otherwise, the game play, sound and technique aren't here.

<b>5</b>	<b>5</b>	<b>4</b>	<b>4</b>	<b>3</b>
ED	DANO	AL	SUSHI	MIKE

### Mazin' Saga Vic Tokai / Genesis

The Bosses in this game have to be seen to be believed—they are fantastic! As a side-scrolling hack-and-slash, Mazin Saga is a winner with very solid game play and killer music! One problem—the game is a little short.

<b>8</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>7</b>
ED	DANO	AL	SUSHI	MIKE

### Lunar

### Working Designs / Sega CD

Just love that title song! RPG fans will definitely want to check out this adventure game that has some absolutely beautiful music (courtesy of the CD) absent in some RPGs. The fighting sequences are a bit dull, though.

<b>9</b>	<b>8</b>	<b>7</b>	<b>7</b>	<b>7</b>
ED	DANO	AL	SUSHI	MIKE

### Crash 'N Burn

### Crystal Dynamics / 3DO

A system this high priced better be astounding, but Crash 'N Burn for the 3DO is not enough to 'sell' the system. The actor digitization is very well done, but the access time is too long! A complex and exciting game once you get into it.

<b>8</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>6</b>
ED	DANO	AL	SUSHI	MIKE

### Pugsley's Scavenger Hunt Ocean / GameBoy

Making the rounds to most platforms, here comes the GameBoy version of Pugsley's Scavenger Hunt in the ongoing Addams Family saga! The control is a bit stiff, but overall the game is entertaining.

<b>7</b>	<b>6</b>	<b>6</b>	<b>6</b>	<b>6</b>
ED	DANO	AL	SUSHI	MIKE

<b>Sega CD</b>	<b>Konami</b>
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### Lethal Enforcers

<b>Shooter</b>	<b>Release: Now</b>
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<b>Levels: 6</b>	<b>CD-ROM</b>
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This is a close recreation of the arcade hit. The colors may seem washed out a bit, but you won't notice it after a while. When you have no time to reload, the game gets a bit cheap at times and there's a whole spread of missiles fired at you. With two players, it's a bit easier. The voice is good and even lumpy at times. Playing with a controller isn't much fun; but when you're using the gun, it's a little better.

Having played the arcade version of Lethal Enforcers, I expected the home version to be just like it and that's exactly what it is—a mediocre game that's only fun to play after a hard day's work because you get to shoot people. The different guns, like the Magnum and the machine gun, are great ways to mow down the criminals. The light gun that comes with the game is very accurate. It's just a fun game.

Not a bad arcade translation for the Sega CD. Most everything seems to be intact with the digitized scenes and voices. Although the main point of the game is to shoot villains, I got caught into shooting the innocent victims after a while. That turned out to be more fun. The levels are very long yet there wasn't enough variety in them and I wished it would end. It's only for light gun fans.

It's just like the arcade game, which isn't really saying much but you have to give it credit for coming out with its own gun. If you don't like these gallery-type shoot-outs, this won't be much fun. But for those who love to handle a gun, you'll feel right at home. The graphics are digitized pretty well, but it's the precise shooting action that will appeal to most people. It's a new kind of cart for future gunslingers.

<b>Duo</b>	<b>TII</b>
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### Beyond Shadowgate

<b>RPG</b>	<b>Release: Now</b>
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<b>Levels: N/A</b>	<b>CD-ROM</b>
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Beyond Shadowgate does an excellent job of creating an eerie mood. The puzzle elements are intelligently thought out and the graphics are excellent. On the downside, the game plays rather slow and it tends to lose speed the farther you go. Still, if you still have a Duo and you're looking for RPG plus action combined, this is a good game to choose. It's definitely better than the first Shadowgate.

And now for something completely different. Beyond Shadowgate is a terrific blend of action and role-playing that's unlike anything before it. Not only can you interact with nearly every item you see, but you can also use these items to get out of some tricky traps. It's unfortunate that good games like Beyond Shadowgate don't come out very often. I know I'll be playing this one for a long time.

This is one of the best Duo games to come out in a long time. While the graphics won't grab you by the seat of your pants, they are drawn with an eerie theme. Everything else about the game is done very well. Like the graphics, the music sent some chills down my spine. This isn't just an RPG, but a puzzle as well, which makes it very fun to find your way out of situations. This is a great RPG with an odd twist.

There is plenty to do in this adventure-type CD for the Duo. Your character can look, use items, talk and totally interact with his environment. This is basically a strategy-type of game where you have to think your way out of a jam, but there is some fighting to break up the brain teasers. Graphics are good and the story is cool. The only drawback is all the walking around at a slow pace that you have to do.

<b>3DO</b>	<b>American Laser</b>
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### Mad Dog McCree

<b>Action</b>	<b>Release: Now</b>
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<b>Levels: 3</b>	<b>CD-ROM</b>
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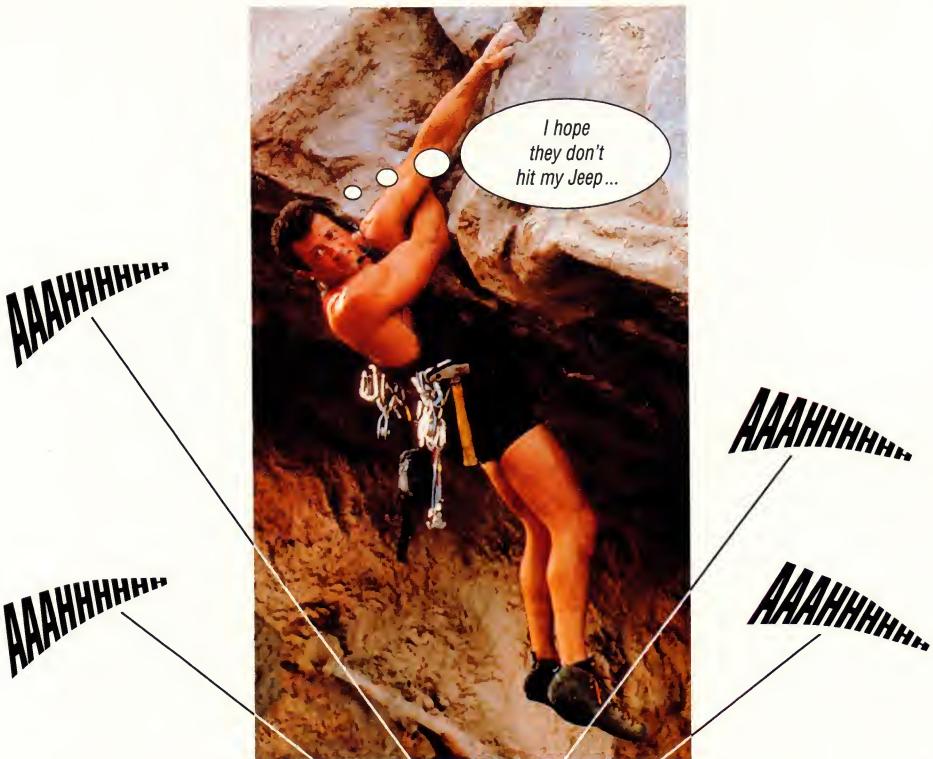


I didn't really care for Mad Dog McCree. The video was choppy, but even worse was the game play. I don't care how bad the graphics are if it plays well, but this didn't handle well at all. The machine was very cheap and the cursor moved too jerky. This isn't what I expected from the 3DO. It can do so much more. I have a feeling this game was rushed. I don't recommend it, unless you like the arcade game.

Yeesh, what happened here? The 3DO boasts superior video skills, but all I see are blocky graphics that really spoil what the arcade had to offer. Thank goodness there is going to be a gun available soon, because using the pad really stinks. Granted, Mad Dog McCree is just first generation software on an all-new system; but if you're looking for a perfect arcade translation, look elsewhere.

This is the closest thing to a laserdisc arcade translation. Mad Dog McCree captures all the video animation and voices of the arcade. The graphics, although very good, still get a little blocky. But, that's just a minor setback. The biggest beef I have with the game is that unless you have the upcoming light gun, it's next to impossible to play with the controller pad. Other than that, this belongs in a 3DO collection.

Yuk! The control just doesn't work for this type of game. Maybe a mouse or gun would help out, but at this point it's almost unplayable. The cursor is very hard to move fast and accurately. The game looks like the arcade, but it sure doesn't play like it. The digitization gets a bit choppy at times and the access time could be improved. For kind of hardware the system boasts, I'm just not impressed with the game.



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**It all began when**

I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me,

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scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled.

"We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha\*. Besides, sooner

or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



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**Super Advantage (SNES)** As close as you can get to an arcade joystick—but they don't have cool features like Turbo-Fire, Auto-Turbo and Slow Mo.



asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo and Slow Mo! All this and cool looks, too!



asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.



# HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company.  
Okay, not really, but these kind of features are barely street legal.

Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE

Fighter Stick SN (SNES)  
The heavyweight of fight controllers. Imagine... mortal kombat.

asciiPad SG-6 (Genesis) The ultimate street fighter pad.  
Six buttons, and killer styling. Black belt ready.



# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Tiny Toon Adventures 2 Konami / GameBoy

For a portable game system, Tiny Toons packs quite a punch with excellent graphics, good control and most of the Tiny Toon cast! As Buster, you must pass several levels of enemies, with your running and jumping skills.

**7 7 8 8 8**  
ED DANO AL SUSHI MIKE

### Fantastic Dizzy Codemasters / Genesis

Huge levels are the highlight of this actioner starring an egg-like hero, with plenty of items to find on your quest. Graphically, things are okay, but the involving game play is the real star here—things get somewhat addictive!

**6 6 7 7 7**  
ED DANO AL SUSHI MIKE

### Desert Strike Domark / Genesis

Try as they might, these gunship military games really need a big screen and a large platform. Unfortunately, Desert Strike just doesn't cut it on the small screen, despite pretty good graphics. The effect just isn't there.

**7 8 6 7 6**  
ED DANO AL SUSHI MIKE

### Desert Speedtrap Sega / Game Gear

This is another of those games for a portable system that almost looks like 16-Bit! The plot is essentially the same as Death Valley Rally for Super NES in that you must speed through huge levels while avoiding traps.

**8 7 7 8 7**  
ED DANO AL SUSHI MIKE

### Cool Spot Virgin / Game Gear

Spot, the cool cat, moves to the Game Gear with excellent graphics and very good control. The story is the same as the other versions (rescue Spot's cool buddies before the time runs out); as are Spot's attacks and jumps.

**8 8 8 8 7**  
ED DANO AL SUSHI MIKE

NES	Nintendo
<b>Tetris 2</b>	
Puzzle	Release: Now
Levels: N/A	2 Meg



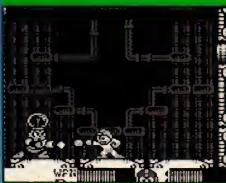
I liked Tetris a lot, and this cart tries hard to improve upon the theme. But, it doesn't have the addictive fun the first one had. The new Two-Player Mode is nice, but something seems missing. The colors don't seem all that good. What Tetris 2 does have going for it is that it is a nice change of pace. I would recommend this game for puzzle players. Good, but not much better than the first Tetris.

Nintendo drags up the now tired genre of puzzle games once again, and shows everyone how to make a fun game even more fun by making it look horrible in the process. The colors and graphics are extremely dull and boring, making you not want to watch the screen for very long. However, the game does have more features like Two-Player Competitions and bombs which add to the overall fun.

For a sequel, Tetris 2 is pretty good, but the first one still rules. The new game play, Two-Player Simultaneous and the bombs thrown into the playfield are a nice touch, but something seemed to be missing. Unlike the first, I didn't find myself wanting to keep playing. The graphics and sound were okay, but obviously could have been better on the Super NES. Tetris freaks should welcome this game.

The original puzzle game makes an appearance as a sequel on NES...oh boy! Tetris has been done over many different ways and this version doesn't really add to it. There are extra block combinations, but the actual blocks themselves don't look that great. Overall, Tetris is a fun and addicting puzzle game, yet for a second release, it should have a better look or a lot more play to go beyond the original.

GameBoy	Capcom
<b>Mega Man IV</b>	
Action	Release: Now
Levels: 12	4 Meg



This is one of the better GameBoy games out there. It pushes the GameBoy to its limits and then some. The action is just like on the NES plus the music is very well done. My only real problem is that the screen blurs too much. It makes certain enemies and shots hard to see. Overall, it's a great way to play Mega Man. If you have a GameBoy, Mega Man IV should interest you. It's an above average game.

Mega Man... again. Oh well, Capcom has a way of creating the Mega Man series over and over again while still being fun to play. New Bosses and weapons spice up the game while the levels are still challenging with their confusing twists and turns. The blurring is still a recurring problem when Mega Man is on the move but it doesn't detract from the absolute fun Mega Man always delivers.

Incredible! Not the game—the fact that I like a GameBoy game. Anyway, I could say the same thing about the game as well, because it's pretty darn good. This has everything a great MM game is: fantastic graphics (even for a GB game), good music that gets you into the game, and inventive bosses. The levels are incredibly long which adds a bit to the difficulty. A great title from the boys at Capcom.

GameBoy and I have a bad history, but Mega Man on any format is a great game. The technique and weapons make it a timeless classic. Sure it screams for a higher platform, but even in green it has the timing and technique that make it fun. Overall sounds and graphics are decent put the playability is great. All the features of passwords and acquiring the Boss's weapons make it a fun game to take along on trips.

Game Gear	Tradewest
<b>Battletoads</b>	
Action	Release: Now
Levels: N/A	4 Meg



Battletoads is great. The colors and graphics are nearly identical to the Genesis version. The music isn't the best, but it's bearable. If you complain that games are too easy, this cart will make you eat your words. The difficulty gets a little too hard sometimes, but it just extends the life of the cart. The game play is well done and there is a lot of technique involved. A very good action title for the Game Gear.

Hey, I think I remember this game from a couple of years ago. Will the trend of bringing older games to the portable systems ever end? Anyway, for those who thoroughly enjoyed the old Battletoads games, you know what to expect here. This is a solid game that offers plenty of action with tons of enemies and a difficulty level sure to challenge any avid player. Now, about that age...

Games for the Game Gear keep getting better. Tradewest follows the trend with Battletoads. The game is very close in almost every way to the Genesis version. The sound is the only downside, but who cares? You can finally take the Toads on the road plus the game plays great. You better bring a lot of batteries, because this is also one of the toughest GG games. A solid game on any format game review.

This is a great reproduction of the Genesis version. It has all the cool 'Toad moves'. The levels follow the Genesis closely and the graphics are quite good for the Game Gear. Sounds aren't the best, but the game is fun to play and isn't impossible to finish. The game play takes a little while to get into, but once you do you'll be bashing away. Any portable player should consider adding this to their library.

**EDITORS' CHOICE GOLD**

# ALL YOU NEED TO BE A ROOTIN' TOOTIN' COWBOY.



## All 7 shoot 'em up arcade levels.

Dozens of realistic wild west scenes. Enough train robbers, cattle thieves and stagecoach bandits to fill every jail in Dodge City. Non-stop, guns-a-blazing 2 pardner action. And bonus six shooter stages where you can quicken your draw and double your firepower. Bounty Hunters everywhere agree, Konami's Sunset Riders for Super NES® is just about all you need to blow your fellow cowboys away.



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**KONAMI®**

- over 60 levels!
- totally awesome CD sound track!
- amazing new moves!

**SONIC**



**Over 60 levels** Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



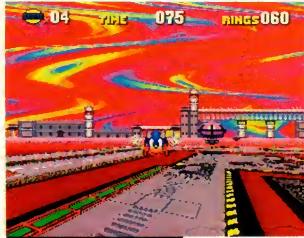
**New moves, razor sharp graphics** See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



**New nasty, Metal Sonic** The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound™. Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

# GOES CD



Sonic spins into the screen! There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?



Cool Stereo QSound™ The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.

WELCOME TO THE NEXT LEVEL™

SEGA CD™

Don't miss the madness - Sonic Mania Day, November 23

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# EGM'S HOT TOP TENS

## TOP TEN FIGHTING WOMEN

Who says women in video games only sit around waiting for the hero to rescue them? Not the tough ladies listed here! Women are becoming more prevalent in video games—and not only in hand-to-hand fighting games! Usually the women characters are the fastest and most agile and even the best overall character in some games!



**MAKI**  
FINAL FIGHT 2 (SNES)



**WENDY**  
BRAWL BROTHERS (SNES)



**NAKORURU**  
SAMURAI SHODOWN (NEO)



**ASKA**  
TMNT: TF (SNES)



**FEMALE SABER**  
RUN SABER (SNES)



**KUNOICHI**  
NINJA WARRIORS (SF)



**KOTONO**  
TUFF E NUFF (SNES)



**CAMMY**  
SUPER STREET FIGHTER



**JULIE**  
ZAMMI (GEN)



**MAI SHIRANUI**  
FATAL FURY 2 (NEO)

## EDITORS' TOP TEN



Mega Man X is the "No Contest" game of the month for the editors! Capcom has another winner here!



<b>#1</b>	<b>CAPCOM / MEGA MAN X</b>	-
<b>SNES</b>	<b>2 Months</b>	-

<b>#2</b>	<b>ENIX / ACTRAISER 2</b>	-
<b>SNES</b>	<b>3 Months</b>	-

<b>#3</b>	<b>SNK / SAMURAI SHODOWN</b>	▼
<b>NEO</b>	<b>4 Months</b>	▼

<b>#4</b>	<b>SUNSOFT / AERO THE ACROBAT</b>	-
<b>SNES</b>	<b>1 Month</b>	-

<b>#5</b>	<b>TRADWEST / BATTLETOADS &amp; DOUBLE DRAGON</b>	-
<b>SNES</b>	<b>1 Month</b>	-

<b>#6</b>	<b>KONAMI / TMNT TOURNAMENT FIGHTERS</b>	-
<b>SNES</b>	<b>4 Months</b>	-

<b>#7</b>	<b>KONAMI / DRACULA X DUO</b>	△
<b>SNES</b>	<b>2 Months</b>	△

<b>#8</b>	<b>TAITO / NINJA WARRIORS SF</b>	▼
<b>SNES</b>	<b>2 Months</b>	▼

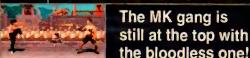
<b>#9</b>	<b>SEGA / GUNSTAR HEROES</b>	▼
<b>GEN</b>	<b>2 Months</b>	▼

<b>#10</b>	<b>KONAMI / ZOMBIES ATE MY NEIGHBORS</b>	▼
<b>GEN</b>	<b>2 Months</b>	▼

## READER'S TOP TEN

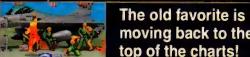
Once again, Dr. Mario for GameBoy is number one... just kidding! Seriously, Mortal Kombat is holding the top slot, but this time it is the bloodless Super NES version that was our readers' favorite! Can it hang on?

<b>#1</b>	<b>MORTAL KOMBAT / SNES</b>
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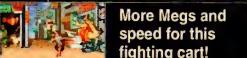
The MK gang is still at the top with the bloodless one!

<b>#2</b>	<b>STREET FIGHTER II / SNES</b>
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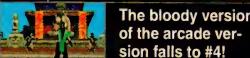
The old favorite is moving back to the top of the charts!

<b>#3</b>	<b>STREET FIGHTER II CE TURBO / SNES</b>
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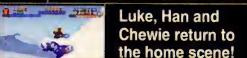
More Mags and speed for this fighting cart!

<b>#4</b>	<b>MORTAL KOMBAT / GENESIS</b>
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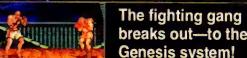
The bloody version of the arcade version falls to #4!

<b>#5</b>	<b>SUPER EMPIRE STRIKES BACK / SNES</b>
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Luke, Han and Chewie return to the home scene!

<b>#6</b>	<b>STREET FIGHTER II CE / GENESIS</b>
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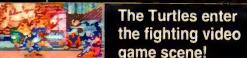
The fighting gang breaks out—to the Genesis system!

<b>#7</b>	<b>JURASSIC PARK / GENESIS</b>
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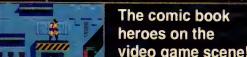
Dinosaurs, oh no! Make your way across the island!

<b>#8</b>	<b>TMNT TOURNAMENT FIGHTERS / SNES</b>
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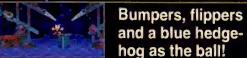
The Turtles enter the fighting video game scene!

<b>#8</b>	<b>X-MEN / GENESIS</b>
-----------	------------------------



The comic book heroes on the video game scene!

<b>#8</b>	<b>SONIC SPINBALL / GENESIS</b>
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Bumpers, flippers and a blue hedgehog as the ball!

# PUT THIS GUY

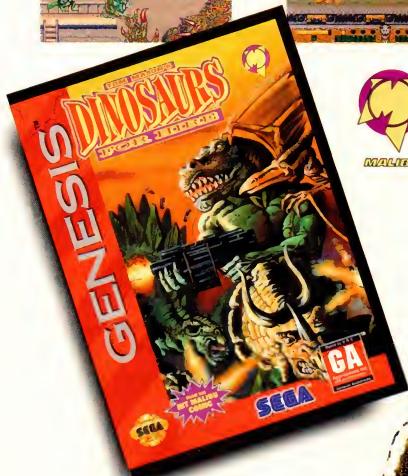
**YOU** control the most devastating creatures in history! Backed by a high-power arsenal of weapons provided by the U.S. government, you and four Dinos with bad attitudes accept the ultimate assignment: **SAVE THE WORLD**

# UNDER YOUR

from a menacing mob of bio-genetic freaks. **HOW?** By blasting hordes of ninjas and prehistoric beasts into extinction—even if it means

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# THUMB!



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# EGM'S HOT TOP TENS

# Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of October 25, 1993

## NINTENDO

#1	TETRIS 2 / NINTENDO	
	1 Month	-
#2	JURASSIC PARK / OCEAN	
	3 Months	▽
#3	KIRBY'S ADVENTURE / NINTENDO	
	5 Months	△
#4	CAESAR'S PALACE / VIRGIN	
	1 Month	-
#5	TECMO SUPER BOWL / TECMO	
	4 Months	▽
#6	BUBBLE BOBBLE 2 / TAITO	
	1 Month	-
#7	STAR TREK: THE NEXT GENERATION / ABSOLUTE	
	1 Month	-
#8	DRAGON WARRIOR IV / ENIX	
	6 Months	▽
#9	TETRIS / NINTENDO	
	15 Months	▽
#10	JOE AND MAC / DATA EAST	
	2 Months	▽

## SUPER NES

#1	MORTAL KOMBAT / ACCLAIM	
	2 Months	-
#2	SECRET OF MANA / SQUARE SOFT	
	1 Month	-
#3	TOP GEAR 2 / KEMCO	
	1 Month	-
#4	SUPER MARIO ALL-STARS / NINTENDO	
	2 Months	▽
#5	STREET FIGHTER II TURBO / CAPCOM	
	3 Months	▽
#6	THE 7TH SAGA / ENIX	
	1 Month	-
#7	BOXING LEGENDS OF THE RING / ELECTROBRAIN	
	1 Month	-
#8	SUPER CAESAR'S PALACE / VIRGIN	
	1 Month	-
#9	THE REN & STIMPY SHOW / T'HO	
	1 Month	-
#10	SUPER STAR WARS / JVC	
	5 Months	-

## GENESIS

#1	DISNEY'S ALADDIN / SEGA	
	1 Month	-
#2	NHL '94 / ELECTRONIC ARTS	
	1 Month	-
#3	MORTAL KOMBAT / ACCLAIM	
	2 Months	▽
#4	BILL WALSH COLLEGE FOOTBALL / ELECTRONIC ARTS	
	2 Months	▽
#5	STREET FIGHTER II SPECIAL CE / CAPCOM	
	3 Months	▽
#6	MS. PAC MAN / TENGEN	
	2 Months	-
#7	SHINING FORCE / SEGA	
	3 Months	▽
#8	SPLATTERHOUSE 3 / NAMCO	
	1 Month	-
#9	PGA TOUR GOLF II / ELECTRONIC ARTS	
	3 Months	-
#10	JURASSIC PARK / SEGA	
	3 Months	▽

## SEGA CD

#1	JOE MONTANA'S NFL FOOTBALL / SEGA	
	1 Month	-
#2	SILPHEED / SEGA	
	1 Month	-
#3	SPIERO-MAN VS. THE KINGPIN / SEGA	
	1 Month	-
#4	ECCO THE DOLPHIN / SEGA	
	4 Months	▽
#5	NIGHT TRAP / SEGA	
	9 Months	▽
#6	BATMAN RETURNS / SEGA	
	5 Months	▽
#7	ROAD AVENGER / RENOVATION	
	9 Months	▽
#8	FINAL FIGHT CO / SEGA	
	4 Months	▽
#9	JAGUAR XJ220 / JVC	
	6 Months	▽
#10	TIME GAL / RENOVATION	
	4 Months	▽

## GAMEBOY

#1	MORTAL KOMBAT / ACCLAIM	
	2 Months	-
#2	SUPER MARIO LAND / NINTENDO	
	14 Months	-
#3	LEGEND OF ZELDA: LINK'S AWAKENING / NINTENDO	
	3 Months	▽
#4	KIRBY'S DREAM LAND / NINTENDO	
	14 Months	△
#5	SUPER MARIO LAND 2 / NINTENDO	
	11 Months	▽
#6	BASEBALL / NINTENDO	
	5 Months	-
#7	FINAL FANTASY LEGEND III / SQUARE SOFT	
	2 Months	▽
#8	TETRIS / NINTENDO	
	7 Months	△
#9	JURASSIC PARK / OCEAN	
	2 Months	▽
#10	STAR TREK: THE NEXT GENERATION / ABSOLUTE	
	4 Months	▽

## GAME GEAR

#1	MORTAL KOMBAT / ARENA	
	2 Months	-
#2	JURASSIC PARK / SEGA	
	2 Months	-
#3	COLUMNS / SEGA	
	2 Months	△
#4	WORLD SERIES BASEBALL / SEGA	
	2 Months	-
#5	SONIC THE HEDGEHOG 2 / SEGA	
	10 Months	▽
#6	STREETS OF RAGE 2 / SEGA	
	2 Months	△
#7	TOM & JERRY / SEGA	
	4 Months	-
#8	T2: THE ARCADE GAME / ACCLAIM	
	2 Months	▽
#9	JEOPARDY! / GAMETEK	
	1 Month	-
#10	LAND OF ILLUSION / SEGA	
	6 Months	-



# EGM'S HOT TOP TENS

## REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / SUPER EMPIRE STRIKES BACK
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL-STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / FX TRAX
7. SNES / OUT OF THIS WORLD
8. SNES / MEGA MAN X
9. SNES / YOSHI'S SAFARI
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / SUPER TECMO NBA B-BALL
14. SNES / SUPER TECMO BOWL
15. SNES / BUBSY
16. SNES / CLAY FIGHTER
17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / SONIC THE HEDGEHOG 2
19. GENESIS / ETERNAL CHAMPIONS
20. GENESIS / STREET FIGHTER 2 CE
21. GENESIS / JURASSIC PARK
22. GENESIS / MORTAL KOMBAT
23. GENESIS / SONIC SPINBALL
24. GENESIS / FLASHBACK
25. GENESIS / BLOODLINES
26. GENESIS / ALADDIN
27. GENESIS / ZOMBIES ATE MY NEIGHBORS
28. GENESIS / STREETS OF RAGE 2
29. SEGA CD / CD SONIC
30. SEGA CD / SILPHEED
31. SEGA CD / SUPER BATTLETANK 2
32. SEGA CD / MORTAL KOMBAT
33. SEGA CD / MONTANA FOOTBALL CD
34. DUO / GATE OF THUNDER
35. DUO / STREET FIGHTER 2 CE
36. 3DO / CRASH N' BURN
37. NEO-GEO / SAMURAI SHODOWN
38. NEO-GEO / WORLD HEROES 2
39. NEO-GEO / FATAL FURY SPECIAL
40. NES / KIRBY'S ADVENTURE
41. NES / SUPER MARIO 3
42. NES / YOSHI
43. NES / MEGA MAN 6
44. GAMEBOY / MEGAMAN WORLD 4
45. GAMEBOY / ZELDA
46. GAME GEAR / JURASSIC PARK
47. GAME GEAR / SONIC CHAOS
48. ARCADE / SUPER STREET FIGHTER 2

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through December 30.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

"N... I say v...  
sion... ?!"  
send?  
Battle Su  
attack  
char...  
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C



**HANG ON!**  
**PANASONIC INTRODUCES**  
**INTERACTIVE**

Si...  
said.  
mountain  
Trebor sui  
ben here, alrigu.  
acid tw...  
e...  
raph to the c...  
snow...  
skinned u...  
serene...  
matically going to  
rumble up fro...  
high.



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MULTIPLAYER.™

**M**ore responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.

Strap yourself in; this is no armchair flying game.

You plunge into pursuit, barrel-rolling through the atmosphere at Mach speeds. Pulling up to skim the planetary terrain, you lose your horizon and go into a spin. Earth. Sky. Earth. Sky. Earth. And your stomach just can't catch up. This is a video game you can feel.

This is R-E-A-L.

Introducing the Panasonic R-E-A-L 3DO™ Interactive Multiplayer.™ The most highly evolved integration of audio, video and interactive technology available.

What you're seeing are near 3-D graphics combined with state-of-the-art flight effects. What you're hearing is full, digital CD sound. Definitely cinematic.

Except that you're in control in a world without edges. Fly as far as you want left or right and the program never stops you.

Facts. Up to 50 times more powerful than ordinary PCs and video game systems. With up to 16 million displayable colors for photorealistic picture quality. And a custom multimedia architecture that makes R-E-A-L so responsive it practically redefines interactivity.

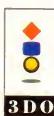
There's a range of 3DO software available; from flight simulators to education, information, sports and children's titles. Plus, R-E-A-L also plays audio and photo CDs and soon, with an optional adapter, full-length movies.

Entertainment, music and more interaction than ever—the Panasonic R-E-A-L 3DO Interactive Multiplayer brings you the future in one amazing unit. And, yes, it'll fly.

To speak directly to the dealer nearest you, call  
**1-800-REAL-3DO.** ■



Crystal Dynamics' Total Eclipse™ gives you the real feeling of flight.



**3DO**

**Panasonic®**  
just slightly ahead of our time.®

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# GAMING GOSSIP

...Sega of Japan Kills the CD...  
...Saturn Pops Up to 64-Bit...  
...Super Metroid Hits 32-Meg...  
...Project Reality Set For '94...  
...Capcom Football Goes Rental...  
...Toys 'R' Us Disisses MA-17 Soft...  
...Phantasy Star 1 Hits 16-Bit...  
...Bubsy 2 Release On the Way...

...Say, kiddies, the master of gaming mayhem, the colonel of cool, the ensign of info is back again for another dose of the good stuff in the only column that tastes great *and* is less filling! We've got plenty of dirt on our plate this month my Q-Friends, with more info on Sega's latest system, game ratings and 32-Meg carts! Toss in a few babes and add some fresh pine and you've got a page of pure gossip so good it's guaranteed to scare even the worst white shirts in the biz...File this one in the 'Foot in the Mouth' file right next to Sega: Seems that the Japanese HQ has not only given the green light to their next generation mega system, but also killed most of the Mega-CD game soft development in the process! Although execs at Sega are confident in the success of the CD unit here in the States, highly reliable sources within the company have told the Q that SOJ is no longer accepting in-house development proposals for the Mega-CD! After the next 10 titles find their way onto store shelves, the Japanese office is rumored to be pulling the plug on CD games altogether...

...If their current lineup of goods isn't causing enough headaches, Sega is equally miffed at the Japanese press who are alternately calling their upcoming Saturn machine a 32-Bit or a 64-Bit system. Sega is trying to take the high road by labeling the unit a "Multi-Processor Machine," but that sounds like a white-shirt cop-out to the big Q. What will it be, you ask? Well the one and only has dug deep into the specs to uncover the brains behind the ringed machine! The guts will be made up of a 32-Bit architecture coupled with a 64-Bit RISC graphics chip. They wouldn't call it a 64-Bit machine though, would they? That would be like calling the PC Engine a 16-Bit system...The rumored price of Sega's Saturn system? The cart-only console will put gamers back about \$275, while the CD/cart all-in-one will run around \$460...

...Accolade has dropped the ball! Their Barkley Basketball won't be hitting the net until just after basketball season ends! Bubsy 2, on the other hand, should be punching its way into stores by fall! The big stick promises pictures next issue...Here's a hot scoop straight from Nintendo of Japan—FX Trax is now scheduled to be released in February, 1994, in the Land of the Rising Sun! This is definitely set to be one of the first 32-Meg Super NES entries, so look for lots of great looks to fill the CES to counter 3DO, Sega CD and just about everyone else with a game system...The second in the big N's first batch of 32-Meg monsters will be a graphically intense (and incredibly long) Super Metroid, also due around February...Meanwhile, on the Sega front, look for Streets of Rage 3 to beat the streets as early as March in Japan...

...Back on the subject of memory, word of Nintendo's recent moves into big brain territory has gotten most of the company's licensees sweating. Why? Because Nintendo plans to keep the prices on these super carts comparatively low (around 80 to 90 bucks), a point that most of the third-party folk aren't going to be able to match. How much coin is your typical Meg worth anyhow?...While Sony tips their cards once again to show that a console is in their future, Nintendo is telling a source close to the Q-Mann that Project Reality will be moved up a couple of months for a REAL release date of September, 1995. The company also says that they'll have 'playable prototypes' in the field by November of '94! Look for the first Project to become a Reality in arcade form at this time next year...

...Sega of Japan is getting ready to wow the world with a new 16-Bit version of Phantasy Star! No, it won't be a follow-up, it will be the original, reprogrammed with new graphics and some slick sounds! This cart will be part of a big contest the company is having but may go on sale in a limited fashion if interest warrants it...What's up Capcom? No confidence in your new football game? Competition too tough? The company has cut a deal with the rental chains to keep their pigskin port off of store shelves so they can have the Xclusive on what will now be a rental-only item. While the big B see a slew of carts not returned by avid football fans like they did last year with the Madden Champion Edition? Not a chance in the Q's book...Here's a new one! Sega's ratings actually mean something to...Toys 'R' Us? From what the Quartermann's heard, Toys and a slew of other retailers won't touch a game with an MA-17 rating and plenty of companies are hiding the violent versions of their games behind more tame (and lame) renditions. For shame, say the Q-Mann, for shame...

...Well, that about sums it up for this issue of the Q, but tune in again next month for another dose of insider info so hot it could only come from EGM! With no more space to fill, yours truly signs off for another 30 of R&R...

- QUARTERMANN

**SEGA.  
GENESIS**

# CHEAP SHOTS, BLIND REFS, AND LOTS OF HANG TIME. IS THIS AN ALL-AMERICAN GAME OR WHAT?



Killer  
head shots,  
one of ten  
promised

After getting slammed by  
the Dream Team in hoops,  
31 soccer-playing countries want  
to kick our butts 'til we're Red,

White and Blue. So gear up for the  
'94 World Cup with the world-class play of AWS  
Pro Moves Soccer. Full-contact, professional  
action. Teams based on actual Cup  
records. And ten special Pro Moves, for  
the ultimate in realism and control.  
Brutal slide tackles. No-look  
passes. Precision high kicks.

Dramatic headers and



ASCIIWORLD

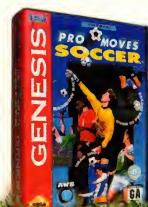


bicycle kicks. Even illegal  
holds—and refs ready to bench  
you, if they see it. For even better  
control —one-Pro-Move-per-button—  
get one of the new six-button controllers  
like the ascipad SG-6 or  
Fighter Stick SG-6\*. Or, build  
up your team by luring top  
players with astronomical  
salaries. Astronomical  
salaries? Like we said,

it's a wonder we didn't  
invent it here, first.



RECOMMENDED



# ELECTRONIC GAMING MONTHLY & **ETERNAL**



## **CONTEST PRIZES!**

### **1 GRAND PRIZE:**

- SEGA CD™ system
- Your choice of 5 SEGA brand games
- Eternal prize package – Eternal Champions™ jacket, hat and pin

### **9 FIRST PRIZES:**

- Eternal Champions™ jacket
- One SEGA game of your choice

### **15 SECOND PRIZES:**

- Eternal Champions™ hat

### **50 THIRD PRIZES:**

- Limited edition Eternal Champions™ pin

Contest Rules: All entries must be postmarked between December 1, 1993 and February 1, 1994. EGM or Sega are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. All qualified entries will be placed in a drawing to be held February 15, 1994. The prizes will be awarded 6 to 8 weeks after drawing and confirmation of winners have been completed. Prizes are not transferable, illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winners). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. or Sega and their affiliates are ineligible to enter. Sega and Sendai Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. For a list of major prize winners, available after April 1, 1994, send a self-addressed envelope to: Eternal Champions Contest Winners (EGM), 1920 Highland Avenue, Suite 265, Lombard, IL 60148. Winners names, likeness, and other personal information may be used in Segai and Sendai Publishing Group, Inc. for editorial, promotional or advertising purposes without prior notice or compensation. SEGA, Genesis, Sega CD, Eternal Champions, Midnight, Lancer, Tyler Jetta Maxx, Shadow Yarnco and the distinctive likenesses of the characters are trademarks of SEGA. ©1993 SEGA. All rights reserved.

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THE ULTIMATE  
FIGHTING GAME  
HITS THE GENESIS™  
FULL FORCE!!!

**HERE'S HOW TO WIN:**

Play *Eternal Champions™* and defeat the Eternal Champion!  
Send in a picture of the victory sequence and the correctly completed entry form to:

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GAMING  
MONTHLY**

**SEGA™**

**ETERNAL CHAMPIONS™  
CONTEST ENTRY FORM**

Name \_\_\_\_\_

Address \_\_\_\_\_

City, State \_\_\_\_\_

Zip Code \_\_\_\_\_

Phone (\_\_\_\_) \_\_\_\_\_

Age \_\_\_\_\_ Favorite Character \_\_\_\_\_

# PRESS START

## SEGA TO ADD 64-BIT PROCESSOR TO NEW SATURN SYSTEM!

Sega of Japan has recently announced that they will be bringing out their new Saturn game system during the fourth quarter of 1994. While SOJ initially stated that the Saturn will be a 32-Bit system, they later added that there will be a 64-Bit chip in the machine to process the video information. After hearing this, the Japanese press quickly started calling the Saturn a 64-Bit system. This led to nothing but

while processing the massive amounts of data.

Because of the multi-processor design, Sega is reportedly unhappy that the Saturn would be called either a 32-Bit machine or a 64-Bit machine.

Other facts about the Saturn that Sega announced include: high performance CG processing, texture mapping, glow shading, 60 minutes of full-motion video, optional wide screen display mode, and a 16 million color palette.

The machine will be fitted with 24 megabits of RAM with an additional 32 megabits of memory for the CD-ROM drive.

Beyond these facts, the rest are stories circulating in the Japanese press. Like having a rewriteable CD system for saving data directly on the CD (highly unlikely); a quadruple speed drive to further reduce access time (very expensive); directly compatible with Sega's fifth generation of arcade machines (quite possible); not downward compatible with Sega CD or Genesis (probable); and that the cartridge only system will cost about ¥30,000 (about \$275) and the second machine equipped with a CD drive ¥50,000 (about \$460).

Ten games are reportedly already in development at SOJ including Virtua Fighters and Sonic the Arcade Game. All should be ready in time for the launch of the system.

That's the latest news from Japan. In the U.S., Sega is keeping very quiet as they still want the Sega CD market to continue into 1995. More next issue.

## SONY TO INTRO 32-BIT SYSTEM!

Sony of Japan has just made an announcement that they are planning to get into the video game hardware market.

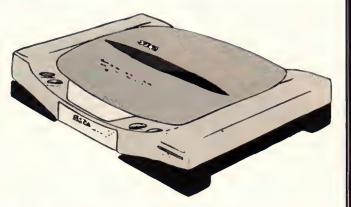
In a recent press release, Sony and its subsidiary, Sony Music Entertainment Japan (SEMJ), will jointly establish Sony Computer Entertainment Company.

Sony Computer Entertainment will launch its new CD-based game system by the end of 1994 in Japan. American and European rollout is currently slated for mid 1995.

Details are sketchy, but the machine is said to employ a 32-Bit RISC chip and will only run CD-ROM-based software. The yet unnamed system will be able to process 3-D CG software. Rotation and scaling are other functions that will be built in. Sony claims that their new system will have "graphics processing capabilities on par with workstations" and that "it will go beyond the 64-Bit class systems under development by Nintendo and Sega."

This information doesn't come as much of a surprise as Sony did not keep it a secret that after Nintendo dumped the joint Play Station/Super NES deal, they would go on and develop their own machine.

As for software, besides their Japan and U.S. branches, Sony has already contacted many of the top 3DO companies about doing games for them. Several of the 3DO licensees are currently under nondisclosure and are seriously thinking about doing some of their new titles for multiple systems, including Sony's.



Sega's new Saturn will have a 32-Bit main CPU and a 64-Bit video processor!

confusion. Finally, SOJ stepped in again and stated for the record, that the Saturn will be a "multi-processor system." And that it will be, as there are reportedly seven different processors in the Saturn.

The main processor will be a custom 32-Bit RISC chip under joint development by Sega and Hitachi.

The video processor, on the other hand, will be a new chip which Sega determined has to be at least 64-Bits so that the system doesn't bog down



From Down, Down, Down...  
button to deliver this devastating knee attack...numb thumb!



unleash with the 11:30. Toward while pressing a punch button. Crispy time.



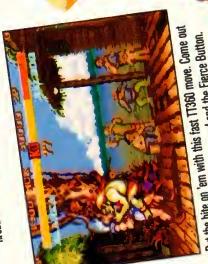
Use the T130's speed to pin 'em to the wall with knee! Change back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward the Forward Kick on Turbo.



100



Want to burn 'em up with Ryu? Slide your thumb left to start a series of these **W-W-F** attacks. Toward and press a punch button. With the **W-W-F** attack, you own 360° circular control! Pitch a series of these **W-W-F** attacks at Ryu's head and he'll do a **W-W-F** attack right back at you.



any attack and press **U**. The result? A face-full of fangs that will eat away strength meter.



out Ryu's Hurricane Kick with turbo ease! When you're finished control pads, the TT360 delivers the action without hesitation. Press Down, Down-Back, Back and any key to unleash this powerful attack.



Down on the touch screen, your thumb Up and press a kick button. This sticky move will knock your enemies strength down to nothing!

# BATTLE TESTED IN THE STREETS



When you play Street Fighter II Turbo™ you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "twin sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to push down. Objects on the screen move as fast as you move your finger; you've got real diagonal and the circular control, and really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know, the guy using the old-fashioned control pad. So, go into the streets to win - go battle-tested with the Turbo Touch 360.

# Turbo Touch 360.

## The Ultimate Fighting Machine

卷之三

name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429**.

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Game played on a Super NES®. Super NES is a registered trademark of Nintendo of America, Inc.

**PRESS  
START**

## TWO HOT NEW JOYPADS FOR THE SEGA GENESIS AND SEGA CD!



Three-move combinations like Axel's Flaming Uppercut are done on 1 button!

People torn between buying a new three-button or six-button controller for their Sega Genesis system may want to check out two new programmable joypads. One is for three-button configuration, the other for six.

Suncom's new three-button cyberpad is programmable up to three moves. For example, in Streets of Rage 2, Axel can perform his (tap twice forward then press punch) Flaming Uppercut, with one button! However, the pad can only be programmed with a maximum of three movements (sorry Street Fighter II fans—no instant Dragon Punch). Yet, the pad is very helpful if the game you

are playing has no configuration, for the functions of each button can be changed! There are also two turbo buttons above the first three that have rapid fire. These top turbo buttons can be configured as well. In addition, the joypad has a slow-motion feature. It also uses a small battery for backup so you don't have to constantly reprogram moves.

The SG Propad 2 by STD is also programmable up to limited moves, but it is fully 6-button compatible. You cannot program complex, multi-step moves, but you can program moves where you must do three things simultaneously. For example, in Mortal Kombat, Sub-Zero's Slide (which is executed by pressing down and three buttons simultaneously) can be programmed so you can do this move with the press of one button!

The auto fire setting allows for the action of all buttons on the pad to do a function repeatedly! This is especially helpful for shooters or other shooting games where repeated button pressing is required. The layout of the SG Propad 2 is almost identical to the 6-button Sega Genesis controller, except the LEFT and RIGHT buttons are located on the top like the Super Nintendo controller. The programming of the pad is rather simple, and it is easy to erase previously recorded moves with the touch of a button. There is also a slow motion button.



The SG Propad 2 allows for auto fire and programming of limited moves. There is also a slow-motion feature.



Shooters like Gaiate can fire several shots per second with the turbo button!



Suncom Technologies offers gamers turbo button action with the programmable Cyber Pad!



Sub-Zero's Leg Slide can be done with the push of one button!





Electronic Arts software

for the 3DO system is

about to revolutionize the

way you play games. The

new 3DO system delivers

photo realistic graphics,

CD-quality sound and

gameplay so real it's hard

to tell where your living

room ends and the soft-

ware begins.

Electronic Arts has been

at the forefront of innova-

tive technology throughout

our ten year history. We

have supported all of the

major successful hardware

platforms, and led the pack

onto the Sega™ Genesis™.

Now we've recognized the

technological leap 3DO has

to offer and we're plan-

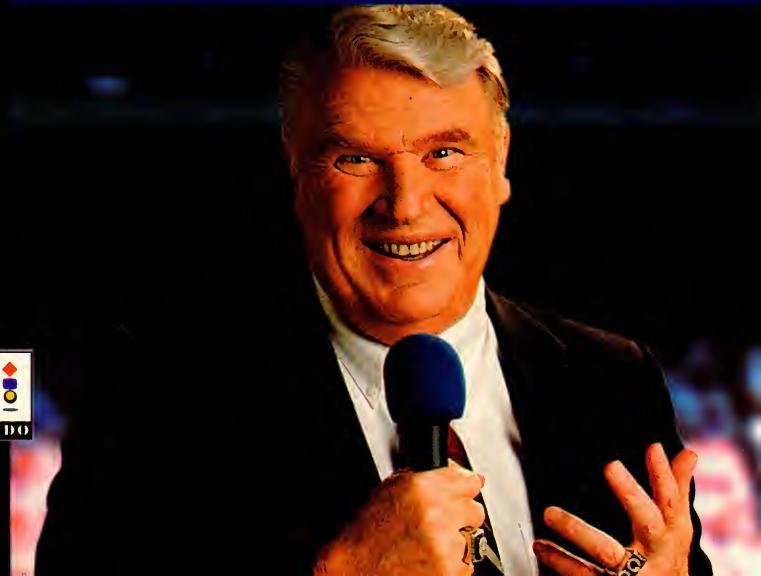
ning to introduce twenty

new titles for 3DO over

the next twelve months.



# THE FACE OF





# THE FUTURE



We are developing titles with Hollywood-style special effects, full-color video and intense game-play. This new software ranges from Super Wing Commander® to PGA TOUR® Golf to Peter Pan.

Grab the controls of your fighter jet and stop the alien invasion in Shock Wave. Fight your way to the Super Bowl® in John Madden Football, your cleats biting into the turf. Rip through the squalid city streets, the cold, hard bite of a steel chain assaulting your face in Road Rash. It's software as you've never seen it before. Face the future with

Electronic Arts and 3DO.

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ELECTRONIC ARTS

# ARCADE ACTION

EGM GOES TO THE  
AMOA SHOW

## CYBERSLED by Namco

This month in Arcade Action, we'll be taking a look at some of the latest coin-suckers shown at the annual Amusement & Music Operators Association (AMOA) Exhibition which took place in Anaheim, California.

With all of the hype centered on the new wave of virtual reality games, it's no wonder we're beginning to see more titles in this genre. Enter Namco's Cybersled, a virtual reality combat simulator in which the contestants (up to two at a time) attempt to annihilate each other using various weapons such as missiles and guns.



Two perspectives are available during the game including a "behind" view.

One of six Cybersleds each of which has its own strengths and weaknesses. The controls function similar to those of a conventional tank. You can even choose from two different views: viewpoint, which immerses you in a first-person perspective and a regular behind-your-sled-perspective.

You can pick up various enhancements to tweak your weapons systems. You also have a shield to take the brunt of a few enemy attacks. To make things a little more difficult, there are some interesting variables thrown into the game such as fog and darkness. You can even jam your enemy's radar at certain times! There is also the possibility of overheat your guns if you're not careful!

Try your luck on 12 different battlefields, each of which has new obstacles and traps to discover. To top it all off, the polygon-based graphics are among the smoothest and most realistic we've ever seen. Namco has really outdone themselves this time! Get to the arcade and give Cybersled a run. This is one virtual reality game which will grab your interest and keep it for a long, long time!



Battlefield variables such as fog and darkness add some spice to the action!



Use your cannons and missiles carefully in order to disable your enemy's vehicle.



Six Cybersleds are available for your use. Each one is different from the next.

# AMMA

AMERICAN AMUSEMENT  
MACHINE ASSOCIATION

Disney's *Beauty  
AND THE BEAST  
Belle's Quest*



# BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillippe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.



**SUNSOFT**

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# POWER INSTINCT by Atlus

Another hit at the AMOA Exhibition was a new fighting game from Atlus called Power Instinct. This is a fighting game with definite comical overtones.

The story behind the game is a complex one. The Gogetsu Clan is about to



There is a variety of secret moves and techniques that each character can do.

have a contest to pick their new leader. Anyone with bloodlines in the clan can enter the tournament. Eight contestants have answered the call from various places around the world. At this



point, the outcome of the tournament is anyone's guess.

The eight combatants are as diverse in their fighting styles as they are in



Annie Hamilton's projectile attack is a golden firebird which is hard to avoid.

their individual backgrounds. There's Reiji Oyama, the Martial Arts Master; Annie Hamilton, the quick and agile warrior; White Buffalo, the Indian Brave whose courage is second-to-none; Keith Wayne, a brawler with a bad attitude; Thin Nen, a master of inner strength; Angela Beuti, the ruthless vixen; Hattori Saizo, the speedy ninja; and finally Gogetsuji Otane, the elderly



Do it up with eight really wild characters to choose from. Some are very powerful.

woman with a nasty disposition and the ability to suck out her opponent's youth for 10 seconds!

Each player has a fighting style all his/her own. Quick dash-and-retreat moves also figure prominently into the game play. Throws can be used to slam opponents helplessly to the ground. Air and long distance attacks do wonders to disable your adversaries and take them out of contention.

The graphics, sounds and overall playability of Power Instinct make it a



Gogetsuji Otane's secret moves are all but impossible to counter. Nice head!

joy to play. The hilarious attacks will definitely put a large-scale grin on your face! The characters are really, really funny.

All of the cabinet's controls are easy to get to in the heat of battle.



Atlus spared no expense in the production of Power Instinct!

The moves are also set up for an easy learning curve. When Atlus designed Power Instinct, they obviously had one word in mind...FUN and FUNNY! Well, OK, that's two words. Anyway, you'll get the idea when you play Power Instinct by Atlus! Very cool!



# WILDTHING



Disney's  
*Beauty*  
AND THE  
*BEAST*

## Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.



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Sega Enterprises Ltd. for play on the Sega™ Genesis® System. Sega and  
Genesis are trademarks of Sega Enterprises Ltd. ©1993 Sega Enterprises Ltd.



# VIOLENT STORM by Konami

One of Konami's newest entries into the arcade arena is a great action game called Violent Storm. Set in a post-apocalyptic future, where roving gangs have taken over the streets, Violent Storm centers on the efforts of three friends who set out to rescue Sheena, their kidnapped friend.

Wade, Boris and Kyle must defeat the evil hordes of the gang known simply as GELD. The members of GELD are a real harsh bunch, to say the least! They are mohawked, tattooed, lead pipe swinging beasts who know no pain and whose one purpose in life



The action heats up with more than one player, so get some friends to join in!

is to corrupt the lives of the innocent. Our three heroes are out to put an end to this. Boy Howdy!

The game can be played with up to three players and features a buy-in feature where you can continue by inserting yet another quarter! Believe me,



# VIOLENT STORM



Hmmm. Julius is just lovin' himself as Wade looks on holding his big pipe!

you will put in another quarter because Violent Storm is one fierce piece of work!

Boris, Kyle and Wade must fight through each level ranging from a ghost town to a runaway train! You can control our heroes by using an 8-way joystick, plus attack and jump buttons. Use lead pipes, knives, electrical bolts, pliers and garbage cans (just to name a few!) to quickly dispatch those dregs of society from GELD. With more than one person, this game becomes a real bash-a-thon!

If you're interested in the quality of the graphics, have no fear because Konami has made sure that they are top-notch! All of the animations are done so precisely that you will think you're watching one of those funky Japanese cartoons you're parents won't let you



The Bosses are big and bad, so you'll need all of the help that you can get!



The 8-way joystick allows you to do a combination of wicked moves!

watch. Yes boys and girls, this game is Spiff-o-la!

Konami aims to please and their latest release is going to put their competition out into the cold! Get your self about a hundred quarters and go over to the arcade. You have to check-out this game! The only question is—can you weather the Violent Storm? Great stuff, Konami!



Hoo Boy! Red Fredy of GELD has just kidnapped Sheena! It's up to you, now!

# DRAGONS & TOADS UNITE!



**\$10.00**  
**OFF**  
**WITH THIS COUPON**

Good for Battletoads/Double Dragon game cartridge by Tradewest for your Super Nintendo® or Sega Genesis™ systems.



**KAY-BEE®**  
TOY STORES

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Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ Date of Birth \_\_\_\_\_

Male  Female

Coupon # 8790529-VG

Use this coupon at any Kay-Bee Toy Store. One coupon per visit, coupons must be original, no copies will be accepted. Coupons not valid with any other promotion. Offer expires 12/24/93.

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# ARCADE ACTION

AMOA SHOW LAST  
MINUTE UPDATE!

## Bonk's Adventure by Kaneko



Bonk has finally made his way onto the arcade scene after all these years!



Learn to use each character's special attack for maximum effectiveness!

Another hot game at this year's AMOA Show was Kaneko's new fighting game, Blood Warrior. This game sports a roster of nine different fighters who each

After years of speculation and rumors, everyone's favorite cave-dude is finally arriving in arcades! Bonk's Adventure by Kaneko sports two-player simultaneous play for a bonkin' good time!

This game has some new stuff in it that the home version doesn't. For one, Bonk now has the ability to collect 'smile bumpers' on his head. WEIRD! Bonk also can hide his head, which comes in handy during certain points of the game. EVEN WEIRDER!

There are 28 playing courses in all, each of which has a new and exciting set of challenges. The graphics are also



Two players can play together in this pre-hysterical caveman action game!

vastly superior to any of the home versions seen thus far. Go out and give Bonk's Adventure by Kaneko a few quarters. It's a real head-bangin' good time.

## Blood Warrior by Kaneko

possess a group of skills unique to fighting games.

One or two players can play Blood Warrior, so it's a great game to play with a pal. The special moves are very cool as are the ominous backgrounds. The sound deserves notice too, because it jams. When I say jams, I mean it JAMS!

If you're ready for a different fighting game, you should definitely try Kaneko's Blood Warrior. Just remember, it ain't a party until something or someone gets broken!



The characters range from a ninja to katana-wielding Shogun warrior.

## Ninja Baseball Bat Man by Irem



Some of the special weapons produce really mind-blowing effects on enemies.

Ninja Baseball Bat Man by Irem is a really, really strange game. First of all, it's an action game. One through four players can play different characters. Each has a special weapon which (if used properly) annihilates any enemy that happens to be on the screen.

Not only are the characters wild and wacky, but the Bosses and enemies are too. One of the Bosses, a living airplane, is especially cool. The whole game has a kind-of baseball theme running throughout it. Ninja Baseball Bat Man may be a strange game, but it



The Bosses have a whimsical nature, but rest assured—they are deadly!

sure is fun to play. The action and graphics are AWESOME! This is going to be a big hit.



SEGA  
GENESIS  
Sega Genesis

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# ARCADE ACTION

WING COMMANDER  
"THE SECRET MISSIONS"

## ALIEN 3 THE GUN by Sega

In the tradition of arcade greats like Operation Wolf, Terminator 2 and Steel Gunner, comes Sega's Alien 3 The Gun. This latest arcade entry from Sega features astounding graphics which add to the eerie surroundings and backgrounds.

You are trapped in a penal colony on



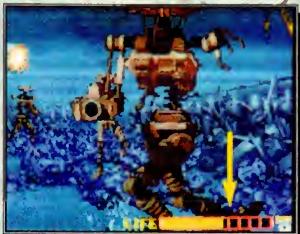
The aliens will come at you from everywhere, so try to be ready for them!

a dark and dismal planet. And guess what? The aliens are also in the prison and are now up to their old tricks!

The game is a blast. On discharge, your gun will recoil. This is a cool

feature which adds to the realism of this coin-grabber.

You will find yourself genuinely startled as the aliens come bounding out of their hiding places looking to kill you! The fact that you're making a fool of yourself by yelling out loud is probably the greatest thing about this game!



Use your life meter at the bottom of the screen to gauge your damage points.

You'll definitely feel as though you are actually living out this terrifying adventure!

You can play Alien 3 The Gun alone or with a friend. Either way you're guaranteed to have a good time with this one! Remember to be careful not to run out of ammo at a critical moment (and believe me, there are a lot of critical moments!).

Take it from me, next time you're in your local arcade, take a good look around for Sega's Alien 3 The Gun. This is a wild game not for the faint of heart!



If the aliens get too close to you, you've had it. Use your ammo wisely!



Enter the dark world of the Kibath, where men are treated like animals. Only you can save the human race!



The evil Kibath are back with a vengeance. It's your job to settle the score once and for all!



Movie-like scenes, incredible scaling, a hot audio track and great animation take you to new levels!



New attack ships and weaponry are included with a new flight interface that makes it easier for novices!

WING COMMANDER  
"THE SECRET MISSIONS"

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# CAN YOU SCREAM IN SPACE?



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It includes a new flight interface to allow novice players to begin immediately and experience unparalleled intensity and excitement.

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# Rock N' Roll RACING

Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow you away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

*Interplay*

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# CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

**Electronic Gaming Monthly**

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

**Game Informer**

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

**DieHard GameFan Magazine**

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

**DieHard GameFan Magazine**

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

**Game Players  
Nintendo/Sega Magazine**

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

**Electronic Games**

# INTERNATIONAL OUTLOOK

## 21 GAMES PREVIEWED!!!

Art of Fighting, Bomberman '94, Y's IV, Feda, AX101, P-Star-End of the Millenium, Keeper, Zig Zag Cat, Shien the Blade Chaser, Soccer Kid, Pop 'N Land, Doraemon 2, Yaiba, Downtown Baseball Story, Super Chinese World 2, King of the Monsters 2, Romancing Sa-Ga 2, Bonk, Fatal Fury 2, Switch, Golden Axe 3

## INTERNATIONAL NEWS

Greetings players. I've acquired some pretty hot info this month, including an update on Phantasy Star, and an even closer look at AX 101. I was in attendance at the CSG show in Japan and was privy to some cool new carts. Almost all the game companies were there (excluding Nintendo, of course), so you can guess the size of the show—BIG!

Some cool games at the show included Kabuki Rocks, an SFC RPG by Atlus; Y's IV by Tonkin House (looks very, very hot!); a boxing title for the SFC entitled Final Knock Out by Pack-in Video; and lots of Bomberman '94 by Hudson (for the PC Engine, of course).

Outside the show, I saw some really great NeoGeo conversions. Two of which were from Takara of Japan. King of the Monsters 2 and Fatal Fury 2 (both for the SFC) were very well done. The third was Art of Fighting. Produced by Sega of Japan, Mega Drive owners were shocked at the surprise announcement of this game.

Oh well, I think I'll take it easy with a few RPGs. So until the next deadline hits, I'll probably be glued to my machines. Lots of good stuff next month, you can count on it! See you then.



WORLD NET

Sega of Japan

### Art of Fighting

Mega Drive	
Fighting	
December	Unknown

With virtually no advance warning, Sega will be releasing Art of Fighting in Japan. This should be a pretty faithful reproduction of the first 100-Meg cart from SNK. However, the zooming feature which moves in for a close-up view has been cut. (This is actually a bit of relief as the zooming could be annoying in the thick of battle. Purists, of course, will moan but I'll take playability over gimmicky effects any day.)

You know the plot. Ryo Sakazaki's sister has been kidnapped by the infamous Mr. Big. Now, Ryo and his friend Robert Garcia must track Big down by defeating his henchmen. By piecing together clues, they will eventually get to Mr. Big himself, but... is he truly the last guy?

Art of Fighting is a very close representation of the arcade, even without the zooming feature. The graphics are really well done. It seems that Sega has realized that NeoGeo games are popular among game players.



Sega of Japan surprised us all with the announcement of Art of Fighting.



Use your special moves to take on the foes. Timing is everything.

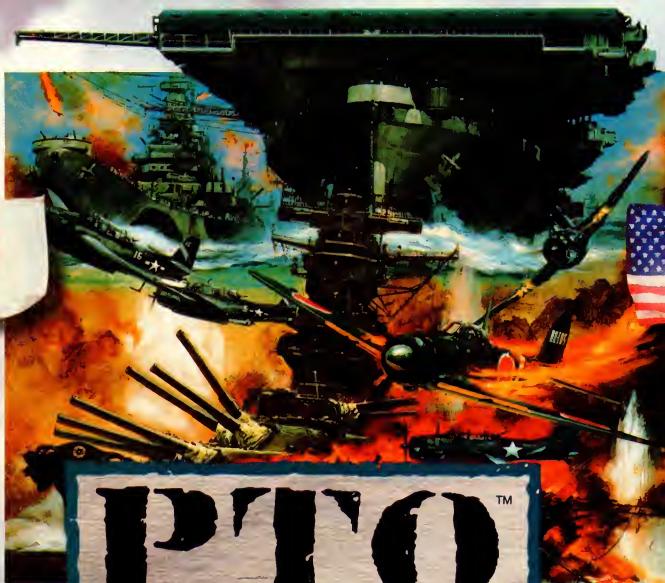


John Crawley faces Mr. Big. Who is the strongest fighter among them?



Lee smashes right through King with his Spinning Claw Attack. It's ravaging!

# IT'S TIME TO PICK A WINNING TEAM!



## P.T.O.<sup>TM</sup>

Pacific Theater of Operations

IT'S 1941 and the U.S. and Japan are preparing to clash.

The goal is to control the Pacific! The game schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. Both teams have great captains, fantastic rosters and the best equipment around. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays that will amaze their opponents. But don't count out the other team quite yet. The Japanese carrier force can quickly make up lost ground by running secret plays or handing off tough missions to their top-notch kamikazes. The starting

gun is about to fire. It's time to pick your team colors and hit the battlefield. Good luck!



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SUPER NINTENDO  
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SEGA GENESIS

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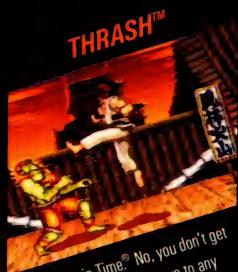
Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the POWER PLUG™ between your controller and your system and go kick some butt.



No one else beats THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II™. Hit one button on your controller instead of four, and you own the Hurricane Kick. Think of the possibilities of Contra III: The Alien Wars™, Streets of Rage II™, Super Star Wars™,



even Turtles in Time®. No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG™. Do it your way, any combination, any game. Up to 17 commands

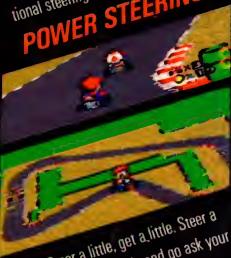
## PRO THRASH™



channelled to any button on your no-longer-obsolete controller. So in X-Men®, you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—CRASH!—car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left.

## POWER STEERING



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

# POWER PLUG™

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Oh yeah, all those other "advanced controller" features—**AUTO FIRE**, **VARIABLE TURBO**, **SLOW MO**—we give you them too. But next to **THRASH™ PRO**, **THRASH™**, and **POWER STEERING**, that's just kid stuff.

What if you just bought a new controller? Don't worry. With **POWER PLUG™** that controller won't be obsolete either.

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# INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

Sega Espana, Sega's Spanish subsidiary, pulled the plug on the Mega Drive version of Mortal Kombat. According to SE, Mortal Kombat's terrible violence (that caused all the consumer complaints in the States and the UK) was also likely to stir up controversy in Spain. Rather than face the music, SE decided it was smarter not to release the game at all. (So who's screaming about censorship now?)

In Japan, only the SFC, GameBoy and GG versions (all without the fatalities and excessive violence) will be released by Acclaim. The company had not yet reached a decision about the Mega Drive version, but it seems unlikely that it will ever come out at all. Mortal Kombat won't come anywhere near repeating the success it enjoyed in America. Too bad.

It seems that this time around, America has the least censorship. I never thought I'd ever be saying that. So kiddies, there are players out there who never get to play MK at home. Feel privileged to be able to decapitate someone on your Genesis' MK—it's something not many gamers will be able to do.



The violence of Mortal Kombat is being stifled around the world.



**WORLD NET**

## Yanoman of Japan

### Feda

Super Famicom



RPG/Sim.

Unknown

Unknown

Here's the first SFC offering from Max Entertainment care of Yanoman. ME is the sister company to Climax Entertainment, who was largely responsible for the Mega Drive's Shining in the Darkness, Shining Force and Landstalker. In essence, this is the SFC version of Shining Force with much more depth.

Although the game system is virtually identical to the MD SF, Feda has a multi-story system in which your game play determines the final outcome. This game features hundreds of maps on which the simulation-style fighting takes place. Depending how the game is played, the placement and number of enemies can also differ. There are nine endings to



which the simulation-style fighting takes place. Depending how the game is played, the placement and number of enemies can also differ. There are nine endings to

match your playing style. Only the best player will be crowned as Fedayeen, the ultimate title and honor as a fighter. One can only hope and pray that this cool cart makes it out over here.

## FEDA



Goblins attack the town, with you in it! Fight your way to save the village.



The fighting scenes are just like Shining Force!

## Hudson of Japan

### Bomberman '94

P.C. Engine



Action

Unknown

Unknown

Bomberman '94 is a real blast. The best of Bomberman is here, with even more enhancements to really speed things up. There are new kangaroo-type animals that can kick blocks. This game has up to five players at the same time. This is intense!



Icy igloos provide hiding spots for bombs in the new Bomberman.

## Falcom of Japan

### Y's IV

Super CD-ROM



Action/RPG

Unknown

Unknown

The Y's IV for the Super CD-ROM looks impressive so far. Terrific action-packed cinemas thrust you right into the plot. This one continues right where "Wanderers" left off. Keep looking here for more news on this awesome series.



Y's IV has better cinema displays than ever before in the series.



# This world tour isn't exactly a vacation.

This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.



Haggar's beadnut and Maki's spinning bandstand leave their opponents in bad shape.



Carlos is a real cut-up with his sword, while Haggar plans his next move.



Haggar leaves 'em out to dry with his cloverline and Maki executes her flying kick.

Now You Can Get Game Codes And Exclusive Street Fighter Information Anytime. Just Call 1-900-680-2583  
Call charges are 95¢ for the first minute and 75¢ for each minute thereafter. Please ask your parents' permission before calling.

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**CAPCOM**

## INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

Nintendo's nine year streak of increased sales and profits looks to be in trouble. In early October, Nintendo announced that the sales are expected to drop 11 percent from last year, while profits are expected to slide by 26 percent. Nintendo claimed the economic recession in Europe reduced exports because of the expensive yen, and the flagging sales of the 8-Bit machine are responsible for this decline.

But don't worry kids, Nintendo isn't about to go belly up in any great hurry. They are still projecting sales of ¥500 billion (about \$4.7 billion), and profits of ¥120 billion (about \$1.1 billion) for the year. These numbers indicate Nintendo's strengths are very capable. For instance, the profits alone should place Nintendo in the top 10 Japanese companies very comfortably. Plus a profitability of 24 percent is unthinkable. And finally, when you consider Nintendo has a work force of less than 900 people, the profitability per worker is phenomenal at more than \$1.2 million each. There aren't that many companies turning over that kind of cash. But, is the Nintendo juggernaut finally slowing down?



Is the venerable Famicom keeping Nintendo's profits down?



**WORLD NET**

Sega of Japan

### AX 101

Mega CD



Shooter

Unknown

Unknown

In the distant future, Earth is besieged by an intergalactic fleet of alien UFOs that rain havoc and destruction down upon mankind. Against the enormous might of the alien invaders, the only hope is AX 101, a hyper tech single seat space fighter. Once the really neat cinema demos are done (you can see futuristic cities being engulfed in devastating fire storms.), AX 101's off and flying into danger with you in the cockpit. All the game play is viewed from the pilot's seat. Rad cinematic effects are used extensively to give this game a look and feel like Sewer Shark. Sega claims they made more than 8,000 frames of high grade CG so you'll see plenty of awesome backgrounds, but be careful—if you're busy watching the scenery, the aliens will dust you in no time.

Now that we've given you a definite plot line and more pictures, you can get a better idea of how this game is played. If you liked Sewer Shark, well then, you'll love this one, too!

We'll keep you posted on how this super shooter is shaping up, so stick with us!



The alien fortresses loom menacingly overhead, ready to deal death.



The once peaceful cities will soon erupt into total chaos. The rigors of war...



Destruction meets the helpless people of the Earth. You must save them!



Immediately after takeoff, you will face the might of the alien armada.



Prepare for takeoff. The AX 101 is prepped and ready to go.



Pursue the enemy to the mountains. It's there that you will face him.



Don't hit the cliff faces or you'll lose a lot on your shields. Ouch!



# You've got to be fast to last.

In Street Fighter II Turbo, slow doesn't go. Because extensive training has not only made the 8 fighters and 4 grand masters faster and stronger. It's given them a whole new arsenal of kicks, punches and special moves. Get revved for 78 possible matches, where if you're not fast, you'll never know what hit you.



Ryu must blow out Chun Li's new fireball move with his new mid-air hurricane kick.



Dhalism executes his Yoga Teleport to avoid getting burned by M. Bison's psycho crusher.



In Las Vegas, tonight's fight is Blanka's new vertical ball versus Vega's claw.

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**CAPCOM**

# INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

The neat commercial for Chun Soft's *Torneko's Big Adventure*, a nifty dungeon-exploring RPG starring Torneko of *Dragon Quest IV* (Dragon Warrior IV), was recently aired in Japan. Clocking in at a long (for Japan) 30 seconds, this commercial is almost entirely composed of high grade claymation footage. To get the action to look smooth and realistic, the producers used 24 frames a second. Because of the fine details and the fluid claymation, the producers could only film four seconds worth of footage per day. No doubt the cost was astronomical, probably much more than the cost of producing the usual drecky Japanese TV shows during which this was broadcast!



Torneko bids his family farewell, before he heads into a cave.



After falling down a hole, Torneko finds himself chased by familiar bad guys.



**WORLD NET**

## Datam Polystar of Japan

### Keeper

Super Famicom



Puzzle

December

Unknown

From Datam Polystar comes a cute puzzle game that isn't another cheesy remake of Tetris. The object is simple. Help Keeper, a weird creature that looks like an egg-shaped rabbit, push blocks around a five-by-five playing field. When three or more blocks of the same color are grouped together, they disappear. In the meantime, fresh blocks constantly appear, so Keeper has to be light on his feet. Two players can also play, either cooperatively or head-to-head. Although the concept is simple, it's also very addictive, which is how all puzzle games should be. Keeper will keep puzzle fans happy.



Match columns of blocks to make them disappear. You'd better be quick!



Two players can work together or against each other.

## Sega of Japan

### P-Star- End of the Millennium

Mega Drive



RPG

December

¥8,800

Originally being developed as Phantasy Star IV, this huge 24-Meg RPG has been renamed to link it with PS2, which is a prequel to this game rather than PS3. (PS3 is considered a side-story rather than a sequel to 2.)

The story takes place a thousand years after the destruction of Mother Brain by the heroes of Phantasy Star 2. The world is now slowly being consumed by deserts, the dwindling populations have been forced into only a few small oasis towns.

The hero is a young boy named



そ、そそそんな何も心当たりなんかあるもんですか！

Get your assignment from the elder to clear out the monsters.

Rudy, who, together with Leila, must operate as monster hunters. The two must conquer many foes in this desolate world.

Lots of new features, with vehicles like the Land Master and the Ice Digger, add to this mammoth RPG making it an interesting game.



The academy has been overridden by monsters. You must find out why.



探しをもせず パースバレーを立入禁止にしてしまったんです！

Acquire as many companions as you can. There's always safety in numbers.

# COMING SOON.....



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



SNES/USA



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## INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

Even before the launch of the Super Famicom in late 1990, doom sayers claimed that the 8-Bit Famicom was dead. The original blocky red-and-white FC confounded them all by slugging it out for several more years, including selling close to a million units the year after the SFC's launch (making it the second highest selling game system). It was behind only the SFC, blowing away Mega Drive and PC Engine. It finally appears the prophets of doom are going to get to gloat. The FC market in Japan is rapidly drying up. The numbers of new software releases have dwindled to a trickle of just a couple of games a month. A growing number of wholesalers no longer carry Famicom software, which makes it hard to find games in shops.

A good indication of the eroding demand of FC software is the plummeting prices of used FC games. Most used titles can be obtained for under ¥1,000 (about \$9.50), with the prices dropping to ¥200 for older carts without boxes. For instance, I picked up Castlevania 2 and Super Mario Brothers for less than what I'd pay for the average burger. The prices

**CONTINUED ON THE NEXT PAGE**



The announcement of the new Famicom was to breath new life into the 8-bit.



**WORLD NET**

### Den'z of Japan

#### Zig Zag Cat

Super Famicom	
Action	
February	Unknown

The first game by the brand new Den'z label takes the classic concept of *Breakout* and cranks it up to suit today's gamers. The game stars a young boy who works as an astro-cop. His partner is a strange cat that rolls around breaking obstacles and punishing peculiar aliens that have invaded the space colonies. The boy has to bounce the cat upward, using a special tray and the cat ricochets around the screen. There is also plenty of neat items you can obtain that allow you to control the cat's trajectory. Although the idea isn't new, the game's simplicity makes it really addictive. It brings back memories.



Buy special items that allow you to control your weird bouncing cat.



Keep the tray under that cat, so he may bounce back up to hit enemies.

### Hudson of Japan

#### Art of Fighting

Super CD-ROM	
Fighting	
Unknown	Unknown

This is shaping up to be the most faithful translation of the punishing one-on-one brawler from SNK. It's designed for use with Hudson's huge 16-Megabit Arcade Card which should be available in Japan in December. Using the Arcade Card and the Super CD-ROM's combined 18-Megabit memory, graphic and audio quality should be spectacular with minimum stoppages for disk access. (With *World Heroes 2* and *Fatal Fury 2* also on the way, it should be called the SNK card.)



Ryo kicks Jack Turner, rendering him to a useless sack of flesh.



Robert Garcia uses one of his powerful Jump Kicks on poor Micky Rodgers.



Todo is a powerful foe. His deadly Blade Attacks can take out most foes.

# The Legend Continues . . .

With 4 game modes,  
4 legendary adventurers  
at your command, and  
4-player action . . .  
**Gauntlet IV.**

The newest chapter in the ultimate fantasy adventure is also the first game to take advantage of the new Genesis™ 4-player adaptors.

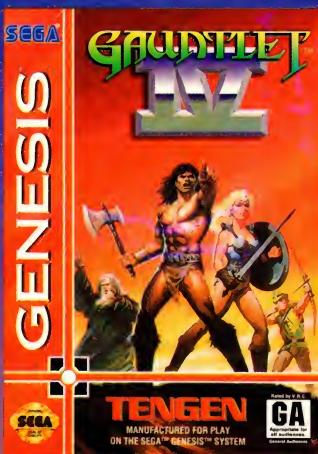
**Arcade Mode** recreates the original arcade hit.

**Quest Mode** takes you—and up to 3 other players—on the adventure of a lifetime. Intense role-playing action leads to the mystery at the heart of *Gauntlet IV*.

**Battle Mode** pits up to 4 players against each other in nonstop medieval combat.

**Record Mode** is a battle against the clock—hone your adventuring skills as *Gauntlet IV* stats measure how fast and skillfully you advance.

*Gauntlet IV*. . . Set out on the action-packed adventure of a lifetime. And bring your friends!



Choose your path carefully—that door could be the last you ever open. Boo!



You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!



A fire-breathing dragon can really ruin your day. Next time bring back-ups!



First Game Available for Genesis 4-Player Adaptors



Grab four of your buddies and crash a Grunt party. Just watch your back!



**TENGEN**  
VIDEO GAMES

**GENESIS**

# INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

of even the most popular FC games has been recently cut by at least 30 percent. Even the shopkeepers admit sales of FC games are very slow.

The new crisply modernized Famicom seems like a last ditch effort by Nintendo to breathe some life into the quickly cooling market. To compound the problem, its release date was put back from October 21 to mid-December to make changes for accepting the SNES audio and video cables. Although the retail price was dropped from ¥9,000 (about \$85) to ¥7,000, the new FC looks to be a case of too little too late.

No doubt Nintendo will support the relaunch of the 8-Bit system with some decent games, but of their recent FC games, only Kirby racked up serious numbers. Tetris Flash, which was released before the original relaunch date, appears dead certain to never achieve Nintendo's target of a million units. It shipped just 140,000 units to start, and even those are moving slowly despite being discounted 30 percent. Not a very good sign at all. It could only get worse.

So farewell Famicom, thanks for the memories and the good times. Now where's Project Reality?



Tetris Flash was supposed to be a hit. Unfortunately, it wasn't. A bad omen.



**WORLD NET**

Yanoman of Japan

## Soccer Kid

Super Famicom



Action

December

Unknown

In 1994, at the Soccer World Cup Final, a UFO steals the coveted Cup right before the eyes of millions of spectators from around the globe. While trying to ascend with the Cup, the UFO crashes into a satellite and explodes. In the explosion, the Cup is broken into five pieces and becomes scattered around the world in such places as New York, Rome, the Red Square and even a battleship. In this side-scrolling action game, the hero has to fight some goofy aliens with his trusty soccer ball and retrieve the Cup. The story is really out there. But hey, the action is cool, so check it out.



Find some of the Cup in the city of London. Watch out for aliens, though.



While kicking around a soccer ball on a train isn't advisable, it is still fun!

Dynamic Kikaku of Japan

## Shien the Blade Chaser

Super Famicom



Action

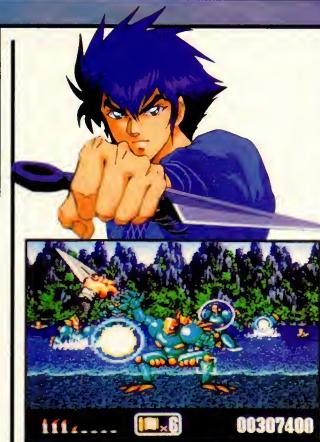
March '94

Unknown

Here's the first game designed by Go Nagai, the famous Japanese manga and anime artist best known for Mazinger Z (the robot that stars in Mazin Saga). The story is about Shien, a ninja in feudal Japan, who has to travel through time to save his kidnapped girlfriend. The game is played entirely from the first-person point of view. Enemies up close have to be hacked away with a dagger, while foes in the distance are picked off with shuriken stars. This is a completely unique mouse game.



Talk about bad breath, these monsters can be really nasty!



Slice the enemies apart with your knife, before they cut you open.



Haunted chambers must be cleared before you can rescue your girlfriend.

# **HERO MATCH-AND-WIN**

---

**YOUR MATCH-AND-WIN CONTEST NUMBER IS:**

**6347922**

**TO FIND OUT IF YOUR CARD IS A WINNER, GO TO YOUR LOCAL COMIC  
BOOK STORE AND ASK TO SEE THE SPECIAL HERO MATCH-AND-WIN POSTER.  
OR CALL 1-800-321-HERO FOR THE LOCATION OF THE COMIC STORE NEAREST YOU!**

Id# - HR837

RULES & REGULATIONS:

1. There is no purchase necessary to enter. Only 1 entry per household. For a free contest card send a S.A.S.E. to: Send Me My Match-and Win Card; 1920 Highland Ave. Suite 222, Lombard, IL 60148, by December 31, 1993.
2. To enter the contest match the number on the front of the card to the official contest poster found at your local comic book store. To find the store near you call 1-800-321-HERO or send a S.A.S.E. to the above address for a listing of the winning numbers.
3. The prizes are: 1) 1 Super Street Fighter II Machine. Approximate Retail Value \$3000.00. 2) 1 Sensation Comics #1, Approximate Retail Value \$25.00. 3) 1 Super Street Fighter II Turbo Machine. Approximate Retail Value \$3000.00. 4) 1 DC Comics Prizes. Approximate Retail Value \$25.00. 5) 10 Misc. Marvel Comics Prizes. Approximate Retail Value \$25.00. 6) 10 Misc. Valiant Comics Prizes. Approximate Retail Value \$25.00. 7) 10 Misc. Image Comics Prizes. Approximate Retail Value \$25.00. 8) 10 Misc. Malibu Comics Prizes. Approximate Retail Value \$25.00. 9) 100 HERO T-Shirts. Approximate Retail Value \$15.00. 10) 200 HERO Platinum Premiere Editions. Approximate Retail Value \$20.00.
4. Contest is open to all residents of the United States and Canada except employees of Sendai Media Group or its affiliates and immediate family members, or any employees or family members of any of the companies who are supplying prizes for this contest.
5. Odds of winning are as follows: Super Street Fighter II Arcade Machine or Sensation Comics #1 — 1 in 700,000; Super Street Fighter II Turbo or SNES, Misc. DC Prize, Misc. Marvel Prize, Misc. Valiant Prize, Misc. Image Prize, Misc. Malibu Prize — 1 in 70,000; HERO T-Shirt — 1 in 7000; HERO Platinum Premiere Edition — 1 in 3500.
6. Offer is void where prohibited and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No prize substitution. No cash alternative. No photocopies of this card will be accepted. Card must have ID# intact. Contest ends March 31, 1994.

**Winners, please fill out the information below completely and send to:  
HERO Match-and-Win; 1920 Highland Ave. Suite 222, Lombard, IL 90148**

Name \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Phone \_\_\_\_\_

### Sur de Wave

## Pop' N Land

Mega CD



Action

December Unknown

This game adds a new twist to the tried, tested and perhaps tired field of side-scrolling run-and-jump games pioneered by Mario and company. What's cool about this game is its ability of customizing the player's character. You get 16 choices of each body, head and weapon that can be freely combined—it's possible to put together 4,096 different combinations, so you can enjoy this game in many ways. Some combinations will be great, and others will be totally worthless. This game has 15 cute and colorful stages, each with a unique Boss. You'll be playing this cart for a long time. It's fun.



Mix and match. Put together the ultimate body or just experiment for fun.



Creepy Bosses will be found at the end of each of the levels. Beware!

### Epoch of Japan

## Doraemon 2

Super Famicom



Action

December Unknown

Doraemon, a blue cat without ears from the 21st century is probably the most recognized Japanese anime character of all time. Since first appearing in the '70s, the series has almost continued without interruption. There are many movies and manga comics about this blue furball, and now he's in his own games.

This time he's in a world of toys to rescue a kidnapped girl. Doraemon and his five friends (including his sister Dorami) have to fight toys gone bad. A real treat for anime fans.



Doraemon's friends can play, too! You can control his friends!



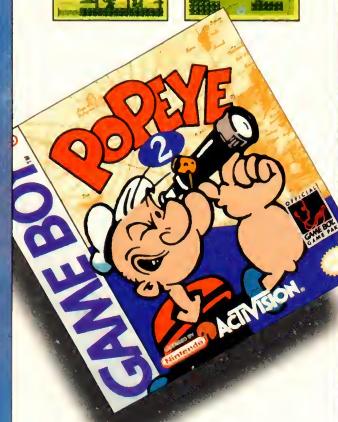
Fly around the world, via Mode 7 effects, just like the first game.



Search around for the kidnapped girl. She's around here somewhere!

# EAT YOUR SPINACH

Gobble up the green stuff for super socking power 'cuz Popeye 2 is tough to beat! Battle Pluto and lots of pesky pests as Popeye sails the seas, dives through shark-infested water and creeps through caves to find hidden treasure and save the lovely Olive Oyl! It's 1 or 2 player, action-packed fun from Activision, only on your Nintendo Game Boy system.



# ACTIVISION

Popeye is a registered trademark of King Features Syndicate, Inc. and The Hearst Corp.

# INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

A huge battle is shaping up for the Japanese this Christmas season between big RPGs: Nintendo's Fire Emblem, Enix's Dragon Quest 1&2 coupling, and Square's Romancing Sa-Ga 2. The simulation-RPG, Fire Emblem, will be the first out of the gate when it hits the shops on Dec. 14 as the first ever 24-Meg cart for SFC. Just four days later DQ 1&2, the 16-Bit translation of the widely popular 8-Bit versions will be released.

Square's RS2 is also slated to appear sometime in December. All of these RPGs are expected to rack up major sales of over a million each. For example, there is no doubt about the success of the 16-Bit DQ 1&2 as the FC versions of DQ 1 and 2 together achieved sales of close to four million units, while DQ5 (the only SFC game in the series) sold close to 3 million last year. Furthermore, FE and RS2 have hard-core fan support from rabid Nintendo and Square freaks. It should be interesting to see how Sega's newest Phantasy Star will stack up against these monster titles. (Because the Mega Drive's market share is about a third of the SFC, PS will face a great challenge, indeed.) It truly is the war of the RPGs.



Will the new Phantasy Star be forgotten in the tide of great RPGs?



**WORLD NET**

Technos of Japan

## Downtown Baseball Story

Super Famicom	
Sports	
December	Unknown

Better known as Crash 'n the Boys in America, the gang takes on all corners of baseball. (Why don't they duke it out with other street gangs? But games in this series always try to have the heroes settle their differences in sports like dodge ball, basketball, hockey... you name it.) Unlike 'real' baseball simulations, all the characters have power moves like fireballs and pitches that split into three. If you're looking for a realistic game, you won't find it here. But if you're up for cool and exciting sports action, this is the ticket. I wonder what the next war of Crash 'n the Boys will be like?



Each character has special moves to use that can win the game.



Players can steal bases, but if they're caught, they could be forced out.

Banpresto of Japan

## YaiBa

Super Famicom	
Action/RPG	
December	¥9,800

YaiBa, a sword-wielding boy from the popular manga comic and anime, hacks his way onto his own RPG. Fight alone or supported by any one of six characters controlled by a friend or the computer. You must recover seven magical orbs which power your sword, but the forces of evil are trying to use them for world domination. With its long arduous quest, and distinctive Japanese flavor, anime fans and RPG freaks will be pleased with this cart. Just wait till you see your awesome magic spells...



Travel to the lost depths of a dungeon. Fight onward and swing your sword.



The enemies will get bigger and tougher. It's good to have a friend along.



Search for the entrance to the catacombs below. Is the orb nearby?

Culture Brain of Japan

## Super Chinese World 2

Super Famicom



Action/RPG

October

Unknown

Jack and Ryu are back in their second action-packed outing on the SFC. This time it's an action/RPG with a twist—the heroes wander about in the typical RPG style, but when they are attacked, the cart resorts to a side-scrolling action sequence. Jack and Ryu can use weapons like swords and nunchukas, along with items that restore hit points. Overall, there's over 70 kinds of enemies and over 600 moves to perform! With this type of action, this cart should turn a few heads.

There's also a One-on-One Mode that lets you use the Boss characters, too! Overall, it's very impressive.



The side-scrolling elements will test your game-playing skills.



Use special moves to take care of the Bosses. They show no mercy!

Takara of Japan

## King of the Monsters 2

Super Famicom



Action

Unknown

Unknown

Takara is well known for their translations of some of the more popular Neo-Geo titles. Their latest is King of the Monsters 2, an all-out battle of monster vs. monster.

This near exact replica features Astro Guy, Woo and Geon, the only survivors of the first monster war, against an alien menace. The stakes are all the lives on planet Earth, so you must succeed.

King of the Monsters 2 looks almost identical to the original, plus the music is great. With two players, it's a treat.



Make your way to the Grand Canyon, and seek out the Boss monster.



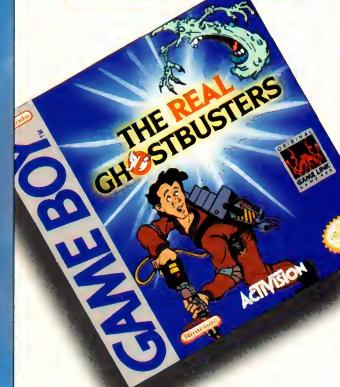
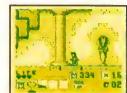
Woo faces the vicious alien brain, but will he survive the battles ahead?



The Bosses are tough, and they will absorb a lot of hits before they die.

# RAISE YOUR SPIRITS

It's fiendish fun for everyone with *The Real Ghostbusters*. Look for hidden keys and secret passages in the haunted mansion while fighting off fearsome phantoms and neutralizing negative auras through 51 challenging levels! The *Real Ghostbusters*. Outrageous, hair-raising fun from Activision, only on your Nintendo Game Boy System.



# ACTIVISION

The Real Ghostbusters is a trademark of Sony Pictures Entertainment, Inc.

# INTERNATIONAL OUTLOOK

# INTERNATIONAL NEWS

With the continuing success of J-League, Japan's professional soccer league, many corporate sponsors have stepped forward to offer their support. Sega and Bandai are already the proud sponsors of two of the teams. Not to be outdone, Capcom and Nintendo also announced their intention of co-sponsoring teams to enable them to join the pro-league. Capcom will be co-sponsoring a team in Osaka with Yanmar (a heavy vehicle maker), while Nintendo will co-sponsor a team in their hometown of Kyoto together with Kyocera (a high-tech equipment maker). Both the Capcom and Nintendo sponsored teams are planning to join J-League in '95. When that happens, Sega, Nintendo, Capcom and Bandai will be going at it not only on the playing field, but naturally on the video game carts as well. (Whole slew of J-League games have already come out by companies like Namco, Hudson, Sega and Game Arts). When the 1995 versions of the J-League games come out, you can bet all the teams will be represented. This should really be interesting. Will makers deliberately cripple teams sponsored by their opponents or enemies?



Soccer is fast becoming a battleground between the video game companies.



**WORLD NET**

## Hudson of Japan

### Bonk

Super Famicom	
Action	
Unknown	Unknown

The hard-headed prehistoric dude comes...uhhh...bonking onto the SFC. After debuting on the PC Engine, the hairless one has popped up in all sorts of guises including starring in his own Famicom and GameBoy games. Although details about his latest adventure are still unknown, it's obvious that Bonk will be cutting some major Mode 7 mayhem in the side-scrolling action of his new game. This should be a real winner with lots of cutesy enemies and wacky traps. Bonk is a popular character and just perhaps, it may come out in the States. Let's hope that it does. Bonk games are always fun!



You can still hover in the air by hitting the buttons. A simple but useful trick.



Dinosaurs aren't extinct in Bonk's world. Don't get stepped on or that's it!

## Square of Japan

### Romancing Sa-Ga 2

Super Famicom	
RPG	
December	¥9,900

Square, known for their superb *Final Fantasy* RPGs and the excellent *Secret of Mana*, looks set to rack up another million sellers this Christmas in Japan. In this big RPG, the player gets to choose what he or she should do, rather than follow a pre-set sequence of events like the typical Japanese RPGs. For instance, the player's party of characters can be asked to slay a dragon that is tormenting a village. It's entirely up to the player to decide if he wants to be a hero and slay it, or be a wimp, and



Start your quest alone, but you're sure to find 200 people willing to join you.

just run away. All sorts of decisions are entirely up to the player. As the sequel offers twice the amount of memory as the 8-Meg original, there is twice as much stuff to find. Also, there are over 200 side characters who can join you! Even better, your main character can die of old age! Definitely an RPG I'm waiting for.



Use your magic to tackle the vicious monsters, or you'll lose the battle.



Like any RPG, be sure to talk to everyone you meet, or you'll miss info.

Takara of Japan

## Fatal Fury 2

Super Famicom



super famicom

Fighting

Unknown

Unknown

This is it! Fatal Fury 2 is almost finished, and it's on its way to the Super Famicom. This is as close as you can get to SNK's awesome fighting cart without buying a Neo•Geo. All the characters are here from Andy to Jubei. Each character's moves are intact and most of the voices can be heard. If you don't own a Neo•Geo, this is one fighting cart you'll probably love.

Wolfgang Krauser is challenging all the fighters around, to prove who is the greatest. Stepping forward are Andy and Terry Bogard, along with Joe Higashi, the three powerhouses from the original Fatal Fury. Added to the cast is Mai Shiranui, Jubei Yamada, Kim Kapwan, Cheng Sinzan and Big Bear. There are also four terrible Bosses who will tear you to pieces! Fatal Fury 2 has it all.

Takara of Japan has done an excellent job translating Fatal Fury 2 to the Super Famicom. Like I said, if you don't have a Neo, try this cart when it's available. You won't be disappointed with the results. What more can I say? This game is great.



This is one of the bonus rounds.  
Destroy the blocks quickly!



Big Bear takes on Axel Hawk and wins with his terrible choke hold.



Kim wallops Terry and throws him with one of the many combos.



Wolfgang Krauser is the ultimate warrior. Can you dethrone him?



Mai Shiranui has a few special moves up her sleeve that give her power.



Billy Kane has a weak defense against aerial attacks. Take advantage!



Lawrence Blood stabs Mai with his sword. What a way to go!

# CLAW YOUR WAY TO THE TOP

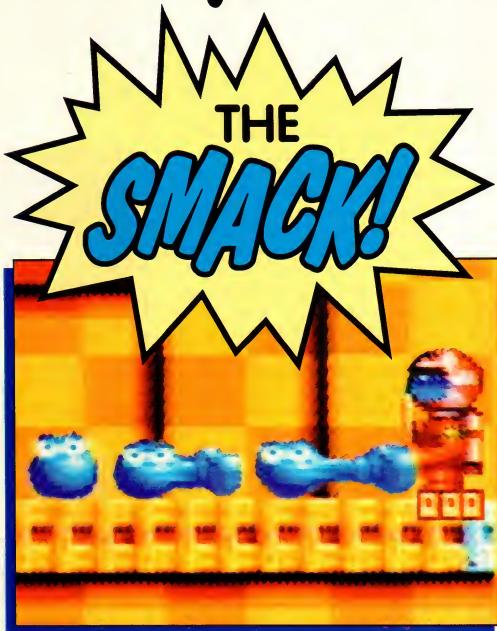
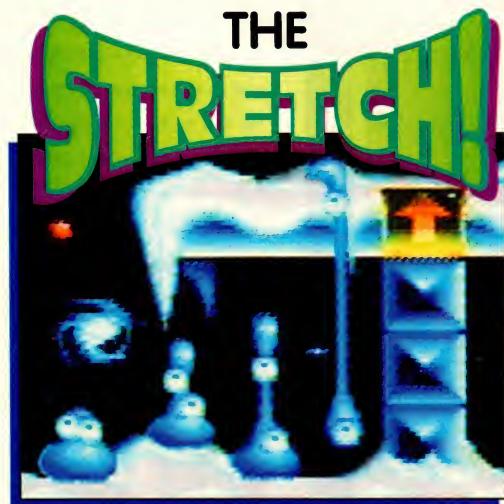
It's claw-to-claw combat as the movie's most fearsome creatures come face to ugly face! It's Alien vs Predator: The Last of His Clan! With four powerful Predator weapons you'll fight five types of Aliens on seven maze-like levels before dueling with the dreaded Alien Queen. It's an action-packed adventure from Activision, only on your Nintendo Game Boy System.



**ACTIVISION**®

Alien & Predator™ and © 1993 Twentieth Century Fox Film Corporation. All rights reserved.

# Play With Putty, And

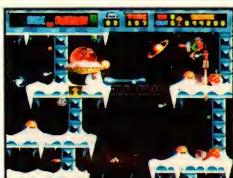
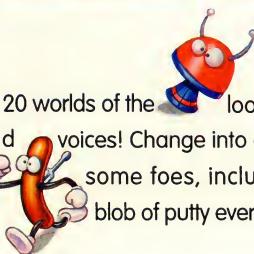


Bounce, bash, squash, and stretch through six levels and 20 worlds of the looniest universe ever, complete with wild music,



sound effects and voices! Change into other critters to gain extra powers! But watch out for Putty's 40 fear-

some foes, including Dazzledaze and Dweezil. They're the nastiest nightmares a blob of putty ever had.



Stre-e-etch and slide your way through each zany zone!



Sock your enemies with a patented Putty-punch!

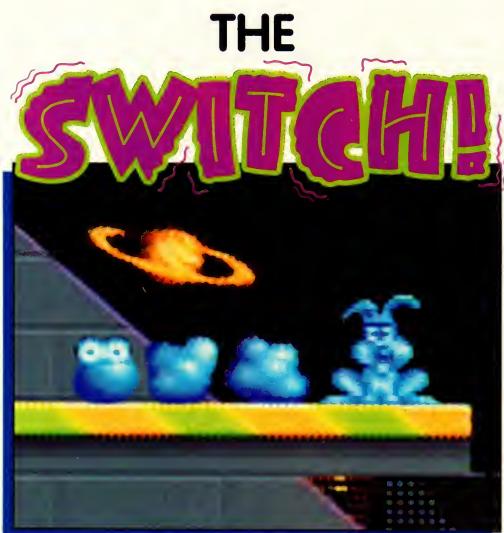


Change into other critters to gain extra powers!



Pop like a balloon to blow everyone away!

# You'll Get Popped!



**SUPER**  
**PUTTY**



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**JAPAN**

**G**oing around the world is a series of switches. One wacky day it seems all the switches have gone berserk. Now, it's up to a young boy to find the master switch and restore the world to its normal state.

The risque humor of Switch will keep you laughing throughout the length of the game. This is one bizarre adventure! Switch places you in a room with a number of switches. Only one switch will give you the exit to the next room, and the others will create havoc. If you screw up too many times, you can create irreversible damage around the world.

If you want to laugh, Switch will do the job. The hilarious events are great. There has never been a game quite like this!

# SWITCH



## THE CIRCUIT MAP

Find your way to the bottom to finish the game. Sounds simple? It isn't!

### START

At first you only have four choices, but your options will broaden. Sometimes the paths will take you backward.



### THE END??



### THE GOOD

This game is intrinsically strange. Anyone who is weird, or has a perverse sense of humor, will like it.

### THE BAD

After you've seen all the animations and levels, the excitement tends to taper off.

### THE UGLY

Seeing talking hippos, severed heads, sprouting tumors and other things only a Cyber-Boy could love.

BARK! CHECK OUT THIS BORDER FOR SOME OF THE WEIRDEST STUFF AROUND! I REALLY MEAN IT.



## FACT FILE

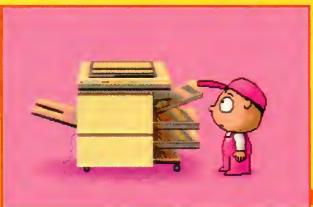
### SWITCH

MANUFACTURER	# OF PLAYERS
SEGA OF JAPAN	1
DIFFICULTY	AVAILABLE
EASY	NOW-JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
CO-ROM	N/A
THEME	% COMPLETE
PUZZLE	100%



## COPIER

Learn what happens when you try to use a Xerox machine. Each of the six buttons does something. Two will send you somewhere else, and the other four are, to say the least...different. Experiment to find out what happens.



## THE VACUUM

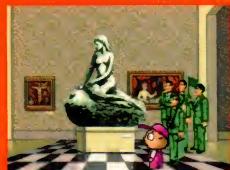
The vacuum cleaner will go nuts even if you press the right button. Only one will let you escape onward.



## MESS UP TOO MANY TIMES AND...

If you mess up by pressing the wrong switch, something somewhere will suffer for it. It can be anything, from the Eiffel Tower to Mount Rushmore. Ouch!





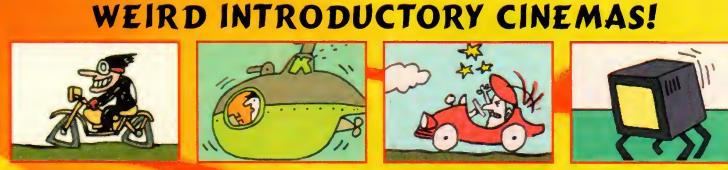
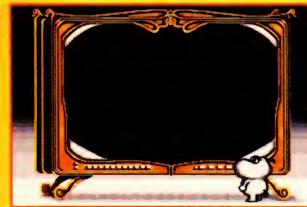
**VENDING MACHINE**

See what happens when you try to operate a cigarette machine. (Kids don't try this...) There are a lot of ways to get something to happen. The question is, will you find the way out of here?



**THE GAME**

What's with this weird TV? If you accidentally hit the wrong button, you'll get sucked in. Four different (non-playable) games, like Tetris, Breakout, Pong and Space Invaders will kill your character. You can either be the boy or the dog here. Strange...



## WEIRD INTRODUCTORY CINEMAS!

**SWITCH**



# SWITCH

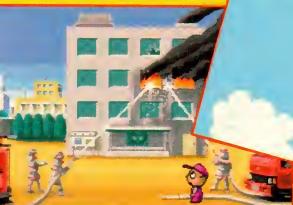


## THE ALIEN

A bizarre green slime alien is right in front of our hero. Fortunately, he has a phaser gun, unfortunately this is a Switch. This enemy will chase you down unless you find the exit button. Youch!



## TRAVEL TO UNUSUAL PLACES!



**JAPAN**

## Oodles of Items!



### FACT FILE

#### GOLDEN AXE 3

MANUFACTURER	# OF PLAYERS
SEGA OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW IN JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
ACTION	100%

**G**olden Axe 3 has finally hit the stores of Japan. This cart shows that the Sega programmers are putting a lot of emphasis on technique! First of all, there are four characters, two of whom are brand new—a panther and a big lumbering oaf of an ogre. Together, they are sent out by the dwarf that was in the previous versions to rid the land of Death Adder once again!

There is plenty of attention to technique. Almost all of the characters have some really cool special moves that have close and far range effects. Since we don't have an international Review

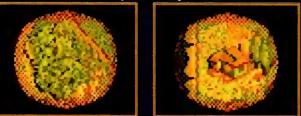


Map Of The Lost Land

At the end of each level, you have a choice of two directions to go—forward or off on a detour. Some routes are easier, while others offer more power-ups.

### Non-Linear Play!

At the end of each level, you have a choice of two directions to go—forward or off on a detour. Some routes are easier, while others offer more power-ups.



### THE GOOD

The decision made at Sega of America to NOT release this title in the United States. Good move!

### THE BAD

When a great arcade game is made and the home version's sequel bites! Yes, it does stink badly!

### THE UGLY

Don't get conned by import sellers trying to make this game out as a sure-fire best seller!



crew, we should just tell you a few things about this game. First off—Sega of Japan is not going to release this title here in the States—and for good reasons!

The graphics are by far some of the most plain looking on the Mega Drive. Plus, the new magic effects aren't as impressive as before.

So, if you are considering purchasing this title from an overseas seller, don't waste your bucks! It's not worth it!



# GEN IAE



# IA



# E



A simple fight in the desert will lead to an all-out battle on a huge cart!



Knock guys off of the carts for an easy kill. Destroy the Knight Boss.



Fight evil through forests, mountains—everywhere!



In later levels, enemies will get even more powerful as well as really cheap.



Go through mountains, over ancient ruins and even to the dock of a pirate ship.



Enter the Forest of Death!



# The 1993 NBA

*Finals*

**PARTY**



## CUSTOM SLAMMERS

JOHNSON  
KEMP  
ONEAL  
STOMPER  
MAVERICK  
MAXWELL

OLAJUWON  
KIRSH  
MUTOMBO  
MOURNING  
DAUGHERTY  
MANNING

ATLANTA

Player	Pos	Ht	PPG	Reb
HILLIS	F	6'10"	12.9	10.2
RONG	F	7'0"	12.3	10.2
BIG BLOCK	C	6'11"	10.0	12.0
HUGHON	G	6'1"	14.0	4.0

Last

Next B-Trade

Ever wonder what it'd be like to have a front line of Shaq, Hakeem and Manning? With the custom team builder, you can build your own dream team. Even if all 5 starters are Shaq.

NBA® Showdown is Shaq and Patrick going big on big in the paint. KJ slashing baseline and dishing off. Grant doubling down in the blocks. Hardaway spotting up and busting from the outside. Kemp skying. Malone taking the rock to the rack.



The ultimate in 5-on-5 NBA action. This ain't the blacktop. So don't bring that weak stuff in here.

# IN THE PAINT.

Bring it on. It's the NBA at its biggest and best. The signature moves of the league's finest, including rising rookies like Miner and Mourning. Player trades.



Better clear out when 'Zo powers in with a double pump slam. Because he always rocks the house.

Injuries. Everything from the '92-'93 season. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And party in the paint.

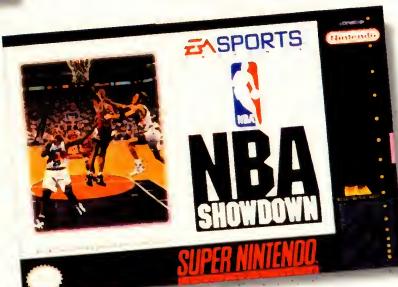
## '94 GAME HIGHLIGHTS

- ALL 27 NBA TEAMS
- CUSTOM TEAM BUILDER
- FULL 82-GAME SEASON
- PLAYER TRADES
- SAVE TEAM STANDINGS
- 1993 ALL-STARS
- TRACK LEADING STATS
- TWICE THE SPEED

# EA SPORTS™

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# SEND TIPS

If you've found a cool new trick, listen up! We're looking for the best of the best and we have the cash to back it up. Write your tips down and send them in pronto for 15 minutes of fame and a free video game cartridge! Check into the continuing saga of Trickman Terry for more details or get an uppercut in the chops.

# WIN GAMES!

## TRICKMAN GETS JUMPED DAILY!

No, Terry is not married yet, but he does have some problems with his car again! Ever since the weather has been getting colder, there has been a part of the Trickman's brain that freezes and he tends to turn on his lights in the morning and leave them on all day long. This has become a daily habit. It seems that there is no end in sight, until the warm weather comes back. Needless to say, many employees are tired of having to jump-start Terry's car before they go home. You can help our situation and thwart out Terry's brain by sending in your warm and toasty tricks to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148. So, send your best codes! If your reading material makes Terry do backflips and run around the office in glee, you will get your name printed in our famous magazine and acquire a free game for your favorite system\* from us; just in time for the holidays! Isn't that nice?

Rules that we put in tiny print to keep our lawyers happy and cause eye strain. Sendai Publishing Group, Inc. is not responsible for lost or stolen prizes or for any other tricks, and is not obligated to award the game cards to those people who submit information that has already been printed or who previously received the same or similar information or who publish or otherwise use it. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Lemme tell ya, we're not afraid to let you know if you didn't win. Your name and address on the actual letter for us to give you credit. Final selection of games is up to us. \*The allowed systems are Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

# TRICKS OF THE TRADE

## Mortal Kombat

Genesis      Acclaim

### The DULLARD Code

At the Game Start and Options Screen, enter the **DULLARD** code, which stands for: DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN.



This is the best cheat code found for the Genesis version of Mortal Kombat. Wait for the Title Screen to appear, and press START. At the screen where you can choose Game Start or Options, do this code with controller 1: DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN. A third option will appear on the

screen that says, "Cheat Enabled." Highlight this new option and press START. You will see a brand new menu that will allow you to do tons of new options. Test them out!

Here is a listing of the Flags and their meanings:

**Flag 0:** One hit can kill the second player.

**Flag 1:** One hit can kill the first player.



Do the DULLARD Code on this screen to get the Cheat Menu.

**Flag 2:** Shadow moves across moon on the Pit stage.

**Flag 3:** Makes a head float in the Pit stage background.

**Flag 4:** Reptile gives you clues before every match.

**Flag 5:** Unlimited continues.

**Flag 6:** Computer does its

Fatality when it wins.

**Flag 7:** Keeps the same background every match.

Paul Harrison; Bethesda, MD



Different combinations of flags produce different results.

## Silpheed

Sega CD      Sega

### Level Select

At the opening cinema, do this code. Press DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B and START.



If you are having trouble getting past some of the more difficult levels in the game, this code will help you out. When the demo/cinema screen appears, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, A, B.



At the opening cinema, do the code with pad 1. Press START.



When you get to the Title Screen, you'll get Stage Select!

Then press the START button. On the Title Screen, press START. You will now see a third option on the menu: Stage Select! Move the triangles down to this option and press START. You may now access any one of the 12 levels of the game, and any of the cinemas in between!



You may access any of the 12 levels of the game and more!



# OK!



# Who Left The Door Open?

"Brain Bustin', Thumb Crampin' Excitement!"

Electronic Gaming Monthly



"The thinking man's action/ platform game" DIE HARD GAMEFAN

They're Tricky! They're Trouble! They're Troddlers. Hokus and Pokus are two lazy sorcerer's apprentices. The great magician Divinius barks a simple order: "Clean out the cellar!" But NOOOOO!, they do the stupidest thing they could possibly do, they open a box labeled...

**WARNING!**  
Instant Magical Troddlers  
May Zombify If Allowed To Teleport



"Hey, maybe these Troddler dudes will help us do the work," they thought. Wrong! They Bail! Right through the teleporter door - hundreds of 'em! Divinius will park their butts in a sling if they're not back pronto! 175 levels of fast, funny, frazzling excitement! Round up those Troddler dudes before they get ZOMBIFIED. You'll work like a dog, but you'll love every minute of it!

**S** SEIKA  
Breakin' All The Rules™

# CHEAT SHEET

## Cool World Ocean / Super NES

### Ending Code

When the Title Screen comes up, press these buttons in this order to see the ending and end credits of the game: L button, L button, R button, R button, UP, X, DOWN and B.

Mitch Feldman  
Fountain Valley, CA

## Gunstar Heroes Sega / Genesis

### Logo Trick

Before the title rotates, press DOWN on the pad. The logo will rotate down instead of up. Wow.

## Spider-Man vs. The Kingpin Sega / Sega CD

### Passwords

Here are the passwords for Spider-Man vs. The Kingpin for the Sega CD.

**Level 2: ELECTRO**  
**Level 3: WALLABY**  
**Level 4: GALLON66**  
**Level 5: FALCON499**  
**Level 6: HELPINHAND**  
**Level 7: PUBLIC45**  
**Level 8: KIDNEY2**  
**Level 9: PENCIL6**

## Jurassic Park Sega / Genesis

### Built-In Continue

It's easier than ever to continue in this game without the use of passwords! After you die as Grant or the Raptor, simply go to the Password Screen and press the START button. Choose the START Option in this screen, and you will be in the level you left off!

Mike Bell; Cypress, CA

## Super Bomberman

Super NES      Hudson Soft.

### Shrink Code

Go to the Password Screen and enter the code: 5656. Now, go into either the Normal Game or the Battle Game to be small.



This code will allow you to shrink your character to a very tiny size. At the Title Screen, move the cursor down to the Password Option and press START. On the Password Screen, enter the code: 5656. When you start a normal game, you will see that your character is very small! Use the tap to shrink all players in a battle.



When you are at the Title Screen, choose "Password."



On the Password Screen, enter the shrink code: 5656.



If you choose the Normal Mode, you will be small!



In Battle Mode, you can play up to four small players at once!

## Super Bomberman

Super NES      Hudson Soft.

### Sound Test

With the multitap plugged in, put a controller in the fifth port and go to the Title Screen in the game. Hold the R button.



Make sure your multitap is plugged into the second port of the Super NES. Plug a controller into the fifth port on the tap. When the Title Screen appears, hold the top R button on the controller in the fifth port. A sound test screen will appear a few seconds later!

Angelo Dizon  
Brightwaters, N.Y.



By doing the trick with the tap, you can access the sound test.

## Mortal Kombat

Super NES      Acclaim

### Fatality Glitch

Get your foe down on energy until just a bit of green shows. Freeze him/her. It says "Finish Him." Do the finishing move.



Start a two-player game. Choose Sub-Zero as your character. In the match, let the second player just sit dormant and take the hits. Let Sub-Zero defeat his opponent in the first round. In Round 2, have Sub-Zero get his opponent down on energy until his/her energy bar has just a little bit of



Get your opponent down on energy and then freeze him.



Your opponent will be frozen when it says, "Finish Him."



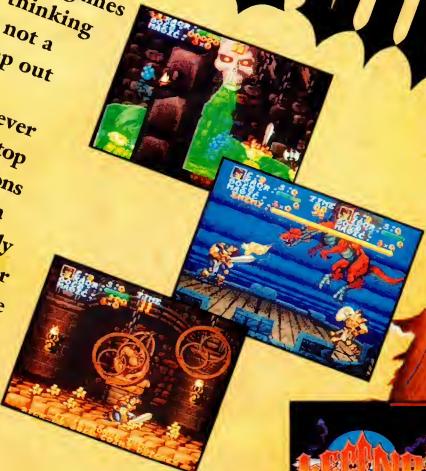
Do your finishing move and your foe will still be standing!

# MEATY-EUM

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of—big yawn right!

**WRONG**, dragon breath! You've never seen anything like **LEGEND**. Non-stop action, gruesome graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of **LEGEND**.

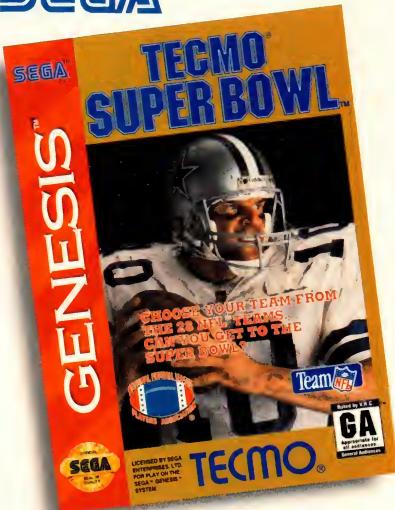
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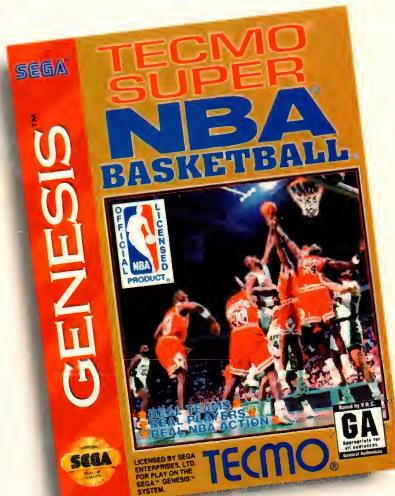
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SEGA™



# TECMO SUPER BOWL

## THE GREATEST SPORTS GAME



# TECMO SUPER NBA BASKETBALL



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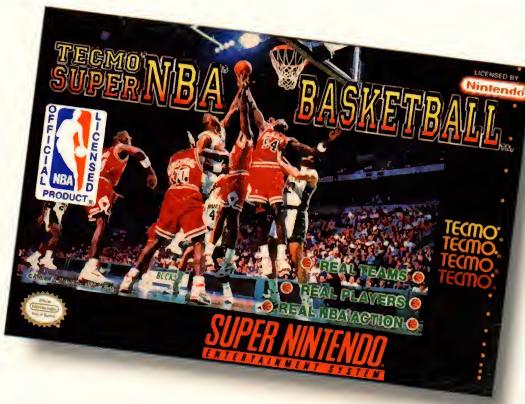
**SUPER NINTENDO.**  
ENTERTAINMENT SYSTEM

# TECMO<sup>®</sup> BOWL<sup>TM</sup>



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**TECMO<sup>®</sup>  
SPORTS<sup>TM</sup>**

# CHEAT SHEET



## Street Fighter II: Turbo Edition

### Game Genie Codes

DC38-1D6D - Chun Li's medium Whirlwind Kick goes farther.  
 DF38-1D6D - Chun Li's light Whirlwind Kick doesn't go as far.

DC38-1D6D - Chun Li's light Whirlwind Kick goes farther.

DF3B-14DD - Blanka's hard Rolling Attack goes slower.

DC3B-14DD - Blanka's hard Rolling Attack goes faster.

DF3B-1F6D - Blanka's medium Rolling Attack goes slower.

DC3B-1F6D - Blanka's medium Rolling Attack goes faster.

DF3B-1FDD - Blanka's light Rolling Attack goes slower.

DC3B-1FDD - Blanka's light Rolling Attack goes faster.

DF3C-1D0D - Blanka's hard Vertical Rolling Attack doesn't go as far.

DA3C-1D0D - Blanka's hard Rolling Attack goes out farther.

DF3B-17AD - Blanka's medium Vertical Rolling Attack doesn't go as far.

DA3B-17AD - Blanka's medium Vertical Rolling Attack goes out farther.

DF3B-170D - Blanka's light Vertical Rolling Attack doesn't go as far.

DA3B-170D - Blanka's light Vertical Rolling Attack goes out farther.

## Zombies Ate My Neighbors

Super NES      Konami

### Level Passwords

Go to the Password Option from the title. Now, put in any one of the passwords to get to many more levels in the game.



Start in later levels of the game by entering these passwords. At the Title Screen, access the Password Option and press the START button. On the Password Screen, enter these codes to start on that level in the game. The stages give you passwords every five levels, so this way you can get to later stages.



Highlight the Password Option. Press START to enter it.

### ENTER PASSWORD

0	1	2	3	4	5	6
7	8	9	J	K	L	T
G	H	I	B	R	S	N
P	X	Y	Z	-	-	V
0	1	2	3	4	5	6

RFCR

Form the password from the list of letters shown above.



Give yourself a head start by beginning further in the game.

### Level 05: FHRX

Level 09: NBGW

Level 13: RFCR

Level 17: RKYL

Level 21: PXBG

Level 25: XYLZ

Level 29: XLZG

Level 33: WJQK

Level 37: BZVG

Level 41: BRPK

Level 45: VLHX

## Splatterhouse 3

Genesis      Namco

### Stage Passwords

Enter any one of these codes on the Password Screen for Splatterhouse 3 to get to your desired level of play.



Here are some gruesome passwords for the game, Splatterhouse 3:

Stage 2: REISOR

Stage 3: ETLBUD

Stage 4: TEKROH

Stage 5: ELPOEB

Stage 6: LILITH

Stage X: GOFMTS



On this screen, enter the code of your choice to get further.

## Zombies Ate My Neighbors

Genesis      Konami

### Level Passwords

Access the Password Option from the title. Now, enter any one of the passwords to get to later levels of the game.



From the Title Screen, access the Password Option.

### ENTER PASSWORD

0	1	2	3	4	5	6
7	8	9	J	K	L	T
G	H	I	B	R	S	N
P	X	Y	Z	-	-	V
0	1	2	3	4	5	6

SDHM



At this screen, form the password of your choice.

Level 13: DCFK

Level 17: BMLK

Level 21: PQBR

Level 25: LLNN

Level 29: QNKR

Level 33: SDHM

Level 37: BKVR

Level 41: BZPM

Level 45: BNYZ

CREDIT LEVEL: QSDZ

Use these passwords to begin in the closest level you left off.

# Your Time Will Come.

## TIMESLIP

A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.



VIC TOKAI INC.  
22904 Lockness Ave., Torrance CA 90501  
Tel. (310) 326-8880



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ENTERTAINMENT SYSTEM

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# CHEAT SHEET

# GAME GENIE

## Mortal Kombat Acclaim/Super NES

### Game Genie Codes

CB6A-44AF+D16A-47DF -  
Fight at The Pit all the time after the first fight.

6DB8-3D67 - Always get Flawless Victory if you win the match.

C9B2-17AF - Infinite Time.  
CBBA-394F+D5BA-391F - Always fight Goro.

DC61-14DD - Start at Goro.  
D861-14DD - Start at Shang Tsung.  
D161-14DD - Start at Mirror Match.

Tim Gilliam  
New York, NY

## Mortal Kombat Acclaim/Super NES

### Game Genie Codes

DDBE-C1C4 - Slightly speed up the game.

D5BE-C1C4 - Slightly slow down the game.

55B1-3944 - Jump straight up and you will move toward the enemy.

Jay McGavren  
Omaha, NE

## Mortal Kombat Acclaim/Super NES

### Game Genie Codes

E62F-3044 - Liu Kang can destroy anyone with one uppercut.

EA2D-3934 - Liu Kang can destroy anyone with a foot sweep.

Sean Neese  
Marietta, GA

## Mortal Kombat

Super NES	Acclaim
-----------	---------

Game Genie Blood Code	
-----------------------	--

At the Game Genie Password Screen, enter this code to play your game with the grey sweat turned red, like blood.



The blood is back, oh yesiree...it's the Mortal Kombat blood code for Game Genie. Yes, it's true. In a response to the "Most Wanted Trick," a reader has sent in a code that turns the grey sweat in the game red, so it looks like blood! At the Game Genie Code Screen, enter: **BDB4-DD07**.

Darius George; Pomona, CA

**BDB4-DD07**

0 1 2 3 4 5 6 7  
8 9 A B C D E F

At the Game Genie code entry screen, put in this password.



Now, just start the game as normal. The grey sweat is red!



Hey, look! Blood! It's not quite as gory as the original.



You still can't do the original fatalities, but this is still cool!

## Gunstar Heroes

Genesis	Sega
---------	------

Tons of Items	
---------------	--

When you come across a flying item carrier, either jump-kick it or dive upon it to release many more items.



In Gunstar Heroes, you will come across a flying item carrier. If you shoot the carrier, it will only drop one item. But, if you jump-kick or dive into this item dispenser, you will be able to acquire tons of weapon and health recovery items. Do this every time you come to a flying item carrier to gain the advantage.



Jump-kicking this carrier will get you plenty of items.

## Aliens vs. Predator

System	Company
--------	---------

Stage Select	
--------------	--

On the Option Menu, take controller 2 and hold the top L and R button, X and A at the same time. Press START with pad 1.



At the Title Screen, press SELECT to get a Config Mode.



Press START and an Option Menu will appear. Do the trick.

OPTION MENU

STAGE SELECT

0 1 1

A new menu will appear that will allow you to choose levels.



You will be able to begin your game in any level and stage.

Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex,  
And Has More Juice Than The Electric Company?



**SOCKET**

Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action,

including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!

**VIC TOKAI INC. GENESIS™**

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Massive cinematics tell the most explosive story yet.

There's added firepower with  
four new vehicles like the Attack Hovercraft.

All-new terrains and levels pack the most depth  
ever on a Sega cart. Slap it in and get blown away!

So you think you earned your stripes  
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With 16 screaming Megs of action, you  
spearhead the ultimate mission. Hunt down  
and destroy a drug lord's terrorist empire  
before Washington D.C. gets nuked.

It's your toughest mission yet. Blast  
your way through nine new levels. From  
Washington D.C. to the Amazon to the  
snow capped Andes. Deadly night  
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chases, jungle hideouts.

You'll need a whole  
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STRIKE**  
THE SEQUEL TO DESERT STRIKE

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16  
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ELECTRONIC ARTS

**BASIC TRAINING  
FOR THE JUNGLE.**

# TRICKS OF THE TRADE

# CHEAT SHEET



## Mortal Kombat Acclaim / Super NES

### Pro Action Replay Code

You must have a Pro Action Replay peripheral to make these codes work.

To have invincibility in Mortal Kombat, enter these three codes at the Pro Action Replay password screen:

7E04-C158+7E04-B9A1

+7E04-BD58

You will get a Double Flawless victory every time.

Richard Paul Croton, NY.

## Alien 3 Acclaim / Super NES

### Pro Action Replay Code

7E15-DA0A - Infinite grenades.

## King Arthur's World Jaleco / Super NES

### Pro Action Replay Code

7E09-5328 - Infinite hearts for Arthur.

7E09-5502 - Nothing hits Arthur.

7E09-2E01 - Changes Arthur.

7E09-2D01 - Invisible Arthur.

7FFF-0D63 - Infinite Barrelmen.

7FFF-0F63 - Infinite Architects.

7FFF-1163 - Infinite Soldiers.

7FFF-1363 - Infinite Archers.

7FFF-1563 - Infinite Shieldmen.

## Street Fighter II Special Champ. Ed.

Genesis	Capcom
---------	--------

### Only Special Moves

At the Capcom logo, take controller 1 and press DOWN, Z, UP, X, A, Y, B, C. You will hear Chun Li say, "Ya Tai."



You must have a 6-button controller for the Genesis to do the trick. At the Capcom logo, press these buttons in this order on controller 1: DOWN, Z, UP, X, A, Y, B, C. You'll hear Chun Li say, "Ya Tai." Choose Game Start and play a 1- or 2-player game using only special moves or throws!

Donald Hubbard; Taylor, MI

At the Capcom logo, do the trick. You'll hear C. Li's voice.



Even against the computer, only your specials work!



Choose Game Start and begin a one- or two-player game.



This will make the game more of a challenge for the fighters.

## Tiny Toon Adventures: Buster Busts Loose

Super NES	Konami
-----------	--------

### Infinite Continues

At the Password Screen, put Plucky Duck in the first box, Babs Bunny in the second, and Bookworm in the third.



At the Title Screen, go to the Password Option and press START. Put Plucky Duck in the first picture box, Babs Bunny in the second and Bookworm in the third. If you use up your lives, you can continue. There will be no number under "continue," so you'll have infinite continues! Stan Marubayashi, Winters, CA



Enter the password on this screen for infinite continues!

## Street Fighter II Special Champ. Ed.

Genesis	Capcom
---------	--------

### Same Character in Battle Mode

At the Battle Mode Screen, take controller 2 and press DOWN, Z, UP, X, A, Y, B, C. You will hear Chun Li's voice.



You must have a 6-button controller for the Genesis to do the trick. At the Title Screen, choose a Champion or Hyper game. At the next screen, choose a Group Battle. At the Battle Mode Select Screen, press these buttons in this order on controller 2: DOWN, Z, UP, X, A, Y, B, C. You will then hear



In the Battle Mode, do the trick with the second controller.



You can set up the matches with the same characters.

Chun Li's voice. After that, choose Match Play or Elimination. Next, choose the number of characters. When you get to the Match Play or Elimination Screen, you can choose the same character to play against in the Match or Elimination battles!

Donald Hubbard  
Taylor, MI



Each character can now choose to fight his alter ego!

The  
Official

# FORMULA ONE

*There are no words  
to describe how  
fast it really is.*

*At least, no  
clean words.*

DIEHARD GAME FAN magazine tried.

They called FORMULA ONE "the  
fastest racing game on the  
planet." Not bad.

But they would have  
nailed it if they  
had screamed  
"*the !@#\$%  
fastest racing game  
on the planet!*"

Believe it when you  
see it — at your favorite  
game store  
today.



## DOMARK™

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WORLD

CHAMPIONSHIP



Available on  
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Hurtle  
down  
the race  
track at a  
blistering

220 mph! And it's  
speed you can hear  
and feel! Race against  
the real pros of Formula  
One World Championship on 12  
real tracks — from Monte Carlo  
to Australia. Or go head-to-head  
against a friend in split-screen action.  
You can even customize your machine  
right down to the tire design and air foil!

# TRICKS OF THE TRADE

# CHEAT SHEET



## King Arthur's World Jaleco / Super NES

Pro Action Replay Codes (cont.)

You must have a Pro Action Replay peripheral to make these codes work.

7FFF-1763 - Infinite white Wizards.

7FFF-1963 - Infinite black Wizards.

7FFF-2163 - Infinite hearts/healing for the white Wizard.

7FFF-2363 - Infinite strength for the white Wizard.

7FFF-2563 - Infinite shields for the white Wizard.

7FFF-B263 - Infinite fire balls (raining) for the black Wizard.

7FFF-2D63 - Infinite stun enemy for the black Wizard.

7FFF-2F63 - Infinite fire ball for the black Wizard.

7FFF-3163 - Infinite lightning for the black Wizard.

7FFF-3363 - Infinite skulls for the black Wizard.

## Sonic Blast Man Taito / Super NES

Pro Action Replay Code

7E0F-A303 - Infinite dynamic punch.

## Battletoads In Battlemaniacs Tradewest / Super NES

Pro Action Replay Codes

7E0E-5E10 - Infinite energy for player 1

7E0E-6E10 - Infinite energy for player 2

## Mad Dog McCree

300

American Laser Games

### Continue At the Last Enemy

When you miss in a gunfight, press START to go to the options. Choose the "Continue" Option and try again.



Here's something easy to let you pass the gunfight scenes and eventually finish this game. You can continue at the scene where you actually got killed. This trick will let you reload your gun and know where the next enemy will pop out on the screen.

When you're in a gunfight and miss your foe, press START after you are shot.



Oops! You missed your foe!  
Press START for the options.



At this screen, choose the "Continue" Option.

You have to be quick, before the mortician shows up. Choose "continue" on the Option Screen. You will start from the enemy where you left off. If not, you'll start at the beginning of the scene and you will have to kill everyone again.



Now, you can try again until you get the shot right!

## Rocket Knight Adventures

Genesis

Konami

### Replay Your Game As The Demo

Play your game as normal and then press START to pause. Do the trick and Reset the game. Your demo will be played.



Go into the game and play for a while. Press START to pause the game. Now press UP seven times, DOWN once, LEFT three times and RIGHT once. If the word, PAUSE, on the screen flips then the trick worked. Press Reset and then wait until the demo appears. You can watch about 60 seconds of your own game play!



If the word, PAUSE, is flipped, then the trick worked!

## Mortal Kombat

Super NES

Acclaim

### Get To Reptile

Get a Double Flawless victory on the Pit stage and then you will get a message from Reptile. Fight him in The Pit



Fight your way to The Pit stage. Don't get hit at all.



Get a Double Flawless Victory and do your Finishing Move.



If you did everything correctly, you will get this message.



Reptile has the powers of Scorpion and Sub-Zero!



# AWESOME POSSUM™

... KICKS DR. MACHINO'S™ BUTT!

I'M GONNA  
CLEAN UP THIS  
WORLD YET!

## KICK BUTT!

The first and only Genesis™ character who *really talks* . . . .  
**Awesome Possum** is here to *clean up* the planet and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!

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Includes Free Full-Color Comic Book!



Test your "eco-awareness" by answering questions about nature and the environment.



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What a dump! It's time to clean up Dr. Machino's Fortress of Garbage — and kick the doctor's butt for good measure!



4 worlds: Rain Forest, Arctic Circle, Sea Caves, and Dr. Machino's Domain. 13 levels and 12 bonus stages. 16 megs.

SEGA  
SEAL OF  
QUALITY

**TENGEN**

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# TRICKS OF THE TRADE

# CHEAT SHEET

## GAME GENIE

### Street Fighter II Turbo Capcom / Super NES

#### Game Genie Codes

You must have a Game Genie peripheral for your Super NES to make these codes work:  
D071-E460—No charge for many special moves. (continued)

B.O.B.	
Super NES	Electronic Arts
Level Passwords	

Choose the Continue option and enter any one of these passwords to further your adventures in B.O.B.



These passwords will get you very far in B.O.B. for the Super NES. Just go to the screen where it lets you choose a new game or to continue. Let B.O.B.'s hand point to the Continue option and press START.

1. **171058**
2. **950745**
3. **472149**
4. **672451**
5. **272578**
6. **652074**
7. **265648**



Make B.O.B. point to the Continue option. Then START.



Enter any of the codes below to get further in the game.



You will scroll to the section of the planet you chose to play.

8. **462893**
9. **583172**
10. **743690**
11. **103928**

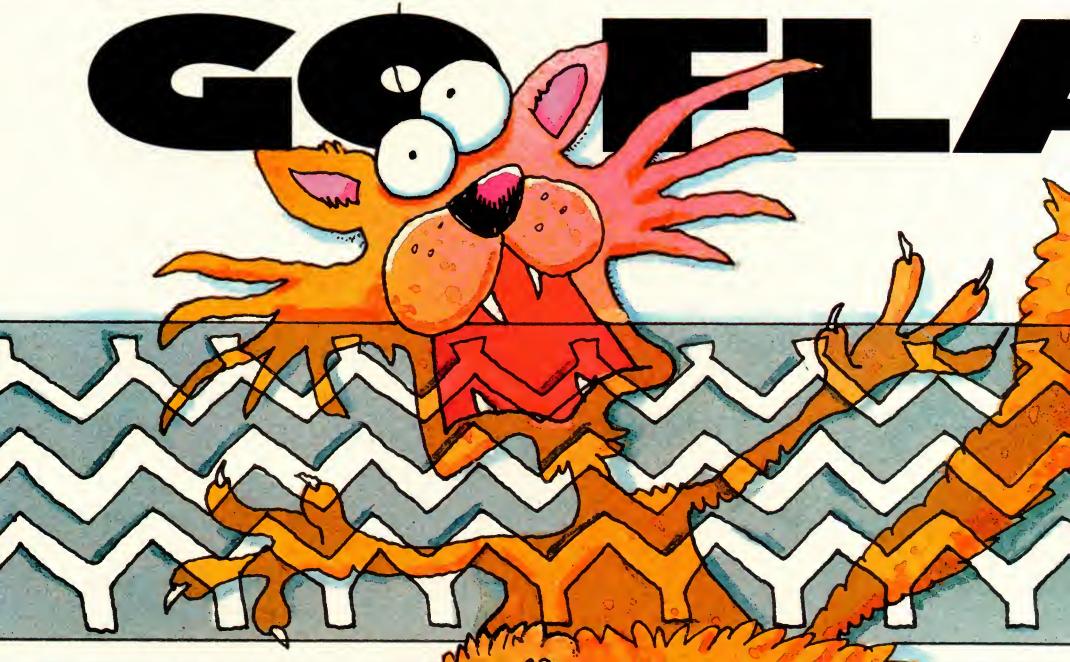


You're in! Now start blasting the baddies with your gun!

12. **144895**
13. **775092**
14. **481376**

Marc Wade; Omaha, NE

Note: This ad is cruelty-free. No real animals were injured in its manufacture.



## CHEAT SHEET

## GAME GENIE

Street Fighter II Turbo  
Capcom / Super NES

Game Genie Codes (continued)

DDF1-7D60 - Mid-Air moves.

DD18-570D - One hit dead.  
1585-7D60 - All players teleport (Just press DOWN)

Graham T. Skee; Ephrata, PA

## Wayne's World

Super NES

T'HO

## Stage Select

At the Title screen, press X, the top L button, and the top R button. Let go and then press UP, Y and B simultaneously.

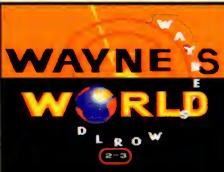


When this screen shows up, press START to get to the next.



When Wayne and Garth start singing, do the trick.

To select your stage to start in Wayne's World, just use this code. Press START to go to the Title screen and wait for Wayne and Garth to start singing. While this is going on, press the X, L button and R button simultaneously. Let go of these and then press UP, Y and B simultaneously. A set of white numbers will appear on the bottom of the Title screen. Using the SELECT button, you can cycle through the levels and



A set of numbers will appear at the bottom of the screen.

stages at the bottom of the screen. Now, just choose the one you want. Then press START on the first controller



Press the SELECT button to choose any level, and start!

to begin your game at your chosen level.

Marcus Roquiz  
Erie, PA

# AT OUT.

The cat's out of the bag: Top Gear 2 is the fastest Super NES game on four wheels. With 64 tracks in 16 countries. Full screen solo or split screen head-to-head racing. Day. Night. Rain. Snow. Jumps. Spins. Flips. Power-ups. And Prize Money. Just grab it and go. No matter what's in your way. **KEMCO**

**BEAT  
The ★  
BEST  
UBI SPORT**

**F-1 POLE  
SO REAL YOU  
BURNING**

*If you've  
always  
dreamed  
of getting  
behind the  
wheel of a  
McLaren,*

*Williams Renault or a Ferrari and  
competing against some of the  
best F-1 Drivers in the world like  
Nigel Mansell, Michael Andretti  
or Gerhard Berger, then  
**THIS GAME'S FOR YOU!***

LICENSED BY **Nintendo**



**F1  
POLE POSITION**

FORMULA 1 WORLD CHAMPIONSHIP

1 or 2 Player  
Battery Back-up  
8 Meg

ubisoft

**SUPER NINTENDO.**  
ENTERTAINMENT SYSTEM



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**Nintendo**

**ubisoft**  
SOFT



# POLE POSITION

## 'LL SMELL RUBBER!



Choose your car and driver for the perfect race.



The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



Customize your car's features to accommodate course conditions.



The best 2 player F-1 driving simulator available.

...this is a **TERRIFIC** new SNES racing game. Excellent graphics and animation...tons of options make this cart A **WINNER**! As a racing simulation, F-1 deserves the Pole Position! **GAME PRO**  
**OUTSTANDING!** So what are you waiting for? Get in the driver's seat with **F-1 Pole Position** for the SNES...**NOW!** **ELECTRONIC GAMING MONTHLY**

# CHEAT SHEET

It's Trickman's Christmas Special! Here are a batch of tricks for some of the great games that you might see under the tree this year!

## Yoshi's Cookie Nintendo / Nintendo

### Play Extra Levels

Here is a code to access level 11 through 99. Go to the Options Screen. Set the music to OFF, set the speed to HI, and the round to 10. Then hold UP and press the SELECT button. The 10 will change to an 11. From here, you can change any option you like and you can move the round number up to 99!

## Silpheed Sega / Sega CD

### Secret Voice Test

Normally when you go into the Option Mode, you will get a sound test that just gives you a few effects. But now you can have access to all of the voices that make up this intense shooter with this trick. Get past the cinema demonstration and at the Title Screen, press START to access the choices of Game Start or Option. Move the rotating triangles down to the Option selection. Now, take controller 2 and press and hold buttons A, B and C simultaneously. With these held, press START on controller 1. In the Option Mode, you will see a new option called Voice Test. Highlight it and have fun with the voices.

Note: This trick was done on a pre-production copy of the game. The trick may be changed in the production copy of the game.

## Street Fighter II Turbo

Super NES      Capcom

### Fight With No Special Moves

When the Capcom logo appears, press DOWN, R button, UP, L button, Y, B before the logo fades out.



Now you can make the game more difficult. When the Capcom logo appears on the screen, enter this specific code: DOWN, R button, UP, L button, Y, B. Make sure to enter this code before the Capcom logo fades out. After entering the code, you will hear musical tones that indicate the code worked. Now, press START, set your

CAPCOM

At the Capcom logo, do the special trick with controller 1.



GAME START

V.S. BATTLE

Pick Game Start from the Title Screen and choose any player.



Now, see how good Ken is without the Dragon Punch!

## Alien 3

Super NES      Acclaim

### Level Passwords

Choose the Continue Option and press START. The Password Screen will appear. Choose the level you want to play.



Here are the passwords for every stage in Alien 3. Pick the Continue Option from the menu and enter these codes:

**STAGE 2: QUESTION**

**STAGE 3: MASTERED**

**STAGE 4: MOTORWAY**

**STAGE 5: CABINETS**

**STAGE 6: SQUIRREL**

**GAME END: OVERGAME**

## ALIEN 3

ENTER PASSWORD  
SQUIRREL

Put in the password of your choice to enter new stages!

## WWF Royal Rumble

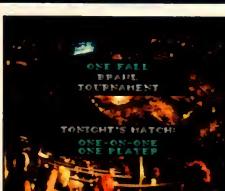
Super NES      LJN

### Gain the Advantage

Knock down the referee, and then you can attack your opponent with cheat moves using the top L or R button.



This awesome trick will give you the advantage over the wrestling match. First, start the game and pick Tournament Mode or One Fall Mode. Next, choose your character and your opponent. When the match starts, try knocking down your opponent so he will not be in the way. Next, position



You can do the trick in One Fall or the Tournament Mode.



Use the cheat moves to your advantage and go for the pin!

your wrestler in line and level with the referee. At this point, press and hold the Y button. If you hold it for a long enough time and the referee doesn't move, your wrestler will run straight into the ref, and knock him down. This will give you a chance to take down the other wrestler's life bar with cheat moves. While the ref is lying

on the mat, move next to your opponent and press the top L button to do an eye gouge and the top R button to choke the other wrestler. You can use this to your advantage by taking down your foe's life bar immensely with these moves, and you will gain control of the whole match! Go for the pin and win!

Travel With Mario In A Learning Adventure Through Time!

# MARIO'S WAY COOL TIME MACHINE!!!

Join Mario as he races through time on the wildest adventures. Tromp through the Jurassic period with a giant T-Rex. Sail with Cleopatra in Egypt.

You can even visit Thomas Edison in his workshop. You'll get to witness some of the greatest historical moments of all time on a high flying, fun-filled ride.

So whether you want to meet Bill Shakespeare or President Abe Lincoln, Mario's Time Machine is a way cool ride with fun, excitement and adventure!



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For the store nearest you or to buy, call:

1-800-234-3088

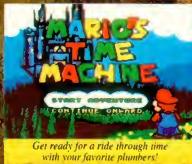


## MARIO'S TIME MACHINE™

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Available for NES® and Super NES®, IBM® PC and compatibles

Screen shots shown are Super NES. May vary by platform.



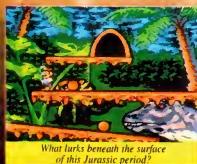
Get ready for a ride through time with your favorite plumbies!



Meet Sir Isaac Newton and other famous folk along the way!



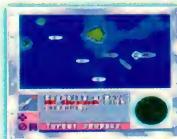
While having fun, you can actually learn about world history!



What lurks beneath the surface of this Jurassic period?



# COMING ASHORE JANUARY 1994



Battle on island chains,  
coastlines and seaports!

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes to life on your Sega™ Genesis™. You'll command entire fleets, hunt down enemy ships on the run and

use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is coming ashore January 1994. Get on board!



All new weapons and ships!



Watch out or you'll end up on the bottom!

***This Classic Naval Warfare Game Screams on Sega Genesis!***

For the store nearest  
you or to buy, call  
**800-234-3088**

**SUPER BATTLESHIP**

MINDSCAPE  
FROM  
THE SOFTWARE  
TOOLWORKS™

# CHEAT SHEET

## MOST WANTED TRICK ANSWERS

The rumors on Ermac are running rampant! Ever since we printed the first "Most Wanted Trick" in the October issue—number 51, the letters have been pouring in! Still, nothing has been definitely confirmed on the correct method in finding Ermac, but we called Midway and Ed Boon has confirmed that Ermac does exist. He would not, however, tell us how to get to Ermac. Here are some of the letters we've received.

Let me first start out by saying how great your magazine looks now! Anyway, after reading your October issue of EGM, I noticed that in your new "Most Wanted Trick Section," you mention a new character (Ermac). I am in regard to your request of "Has anybody else found him?" Yes, I have come across someone similar (not Reptile). This is how I got to him. Follow these seven steps. When playing on the Pit stage, you must find Reptile. Second, you must be on the second stage of the Warrior Shrine. Third, blocking will get you nowhere. Fourth, a Double Flawless Victory must be obtained by using one punch button or kick button. Fifth, at least one combo must be strung, Sixth, a fatality is not... (continued)

### Super Mario All-Stars

Super NES      Nintendo

#### Whistle Warps

Go into World 1-3. Find the white block. Duck on it and fall into the background. Get the whistle. Save, quit and repeat.



Start the game Super Mario Bros 3 and get to World 1-3. Find the white block near the end of the level. Get on it and duck until you fall into the background. Now, run to the right and collect the Warp Whistle. After you get out, press START to save and quit. Go back to this stage. Repeat the trick for all three Warp Whistles!



In World 1-3, get on this white block and duck until you fall.



You'll go behind the scenery. Run all the way to the right.

### Super Mario All-Stars

Super NES      Nintendo

#### Multiple 1-Up Loop

Jump up and onto the turtle next to the bottom block of the pyramid and you will be able to get up to 127 1-Ups.



Go into the first Super Mario Bros. game and make your way to World 3-1. Near the end of the stage, look for a pyramid with two turtles walking down the blocks. Put Mario next to the bottom block of the pyramid. Once the second turtle is moving down to that block, jump up to bounce on the turtle multiple times.



Bouncing on the turtle causes a chain reaction of 1-Ups!

### Super Mario All-Stars

Super NES      Nintendo

#### Unlimited Hammer Bros. Suits

Get the hammer in World 6 and break the rock next to the pipe. Set the Hammer Bros. suit. Save and quit. Repeat this.



In World 6, defeat levels 1 and 2. At this point, a Hammer Brother should be in easy access. Defeat him and get the hammer. Go right to the pipe blocked by the rock. Break the rock with the hammer. Enter Toad's house and get the Hammer Bros. suit. Return to the map, then Press START and



Get a hammer from a Hammer Brother and break this rock.



Go into Toad's house straight above and get the H. suit.

choose "Save and Quit." Go back into the game and choose the data you last saved. When you start again, enter the first pipe near you. You will come out the pipe where the rock used to be. Enter Toad's house and get another suit. Repeat the process to get an unlimited amount of suits.



Save, quit and repeat the trick for many Hammer Bros. suits.

ReadySoft Incorporated & Epicenter Interactive Present

# DRAGON'S LAIR®



**This Knight's having a bad day...**

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



**ReadySoft Incorporated**  
30 Wertheim Court, Suite 2  
Richmond Hill, Ontario, Canada L4B 1B9  
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**SEGA**   
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# TIME FOR MORTAL



Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!



Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battle tank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!

# SOME REAL COMBAT!



ALL NEW!  
**16**  
MEGS  
OF POWER!

And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, sense-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.

 **ABSOLUTE**™

Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!



Go topside to take on attackers with the high-speed Phalanx machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!

## CHEAT SHEET

MOST  
WANTED  
TRICK  
ANSWERS (cont.)

...required, but must not be performed by Scorpion or Sonya. And the seventh, most important technique to find (Ermac) is this. If you'll notice, on the floor there is a large circle in the middle of the room. You must have your victim perfectly aligned with this circle. This will take lots of time and effort to find him. Follow these steps to find him. Yet, I'm not so sure he is called Ermac. Have fun trying to find, not to mention beat him.

Mark Anthony Begin  
Turlock, CA

I am quite a loyal reader of your awesome mag, and in the last issue I noticed the article "Most Wanted Trick" that had a photo of a character named "Ermac." Ermac is something programmed into all current Mortal Kombat arcade systems. Ermac is not a character at all. The name stands for "Earnings per machine," which is self explanatory. However, every now and then, someone hears about a misinterpreted "Ermac," and thinks it is a character in the game. More people hear the rumor and tell their friends about it. Before long, quite a few people are talking about it, however untrue the rumor...

(continued)

## Battletoads and Double Dragon

Nintendo	Tradewest
----------	-----------

## Start With 5 Lives

Choose the character you want to play. Then hold UP, A and B at the same time. Press START to begin with five lives.



If you would like to start your game with five lives instead of three, enter this code for Battletoads & Double Dragon. First, choose the character you wish to play, whether it be one of the Battletoads or one of the Lee brothers. What you must do next is press and hold the UP, A, and B buttons at the same time.



At this Character Selection Screen, do the code.



Start the game with five lives instead of the normal three!

Then press START. When you begin your game, you will have five lives instead of the normal three. You can do this code when you are asked to continue. The second player can also get five continues by doing the same code on the second controller. Both players can have the advantage.

Chester Lota  
Chesapeake, VA

## B.O.B.

Super NES	Electronic Arts
-----------	-----------------

## Maximum Power-Up

Go to the Continue Option and put in the code: 196420. Start the game and you will be powered-up to the max.



Start your game with all weapons powered-up to the max and the remotes filled to nine. To do this, go to the Continue Option at the beginning of the game, and put in the following code: 196420. The game will tell you that this is an invalid password, but the code will still work. Just start the game to get powered-up.



You will have every weapon you need with this code.

## Bubsy

Genesis	Accolade
---------	----------

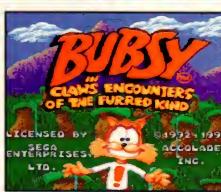
## Passwords

Just press button A to access the Options Screen. Move to "Password" and enter your desired code to advance levels.



At the Title Screen, press A to bring up the Options Menu. Move to the Password Option and then press RIGHT and enter the following codes:

- Chapter 01 - JSSCTS
- Chapter 02 - CKBGMM
- Chapter 03 - SCTWMN
- Chapter 04 - MKBRNL
- Chapter 05 - LBLNRD
- Chapter 06 - JMDKRM



At this screen, press button A to access the Options Screen.



Choose Enter Password to put in the code of your choice.

Chapter 07 - STGRNT  
Chapter 08 - SBBSHC  
Chapter 09 - DBKRBS  
Chapter 10 - MSFCTS  
Chapter 11 - KMGRBS  
Chapter 12 - SLJMBG  
Chapter 13 - TGRTVN  
Chapter 14 - CCLDSL  
Chapter 15 - BTCLMB  
Chapter 16 - STCJDH  
Michael Cote, Sandown, NH



You will be able to start from the chapter of your choice.

"Cogito Ergo Sum"

$$E=MC^2$$

## INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.<sup>TM</sup> It takes seconds to learn but a lifetime to master.

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.



Solve over a hundred puzzles as you connect gears in a race against time and friction.



Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.



Blast pesky gremmions determined to rust and break off the teeth of your gears.



Use high impact explosives to blow up incorrectly placed gears.



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# CHEAT SHEET

## MOST WANTED TRICK ANSWERS (cont.)

...may be. After a while, one such rumor may get around to one of the game producers from whom an idea springs forth. The game producer decides that in a sequel to whatever game the rumor pertains to, they will take advantage of it and actually make a character called "Ermac" or whatever. The photo seen in issue 51 is most likely a photo taken of a character from Mortal Kombat II, which was recently released to the investment community.

Dan Lux  
New York, NY

I thought you guys only did this in April. You guys had me going for a couple of days. But after thinking about it... figured it out. What's with the wacky names, huh? Shields? Casey? Cage? What are you protecting us from? Super Mario 5,987,654,397 1/4 and Super Ultra Mega Street Fighter 2 Excitemen Turbo Mode? Also if you examine the picture, in the lifebar is a "P." There is no "P" in Cage or Ermac. Your precious Ermac is a phony. All he is, is Scorpion's alter ego. Nice try. You're probably asking yourself, self, what does he want for a prize? I'll tell you. (continued)

### Battletoads in Battlemaniacs

**Super NES      Tradewest**

**5 Lives and 5 Continues**

At the Tradewest logo or the Title Screen, hold DOWN, A, B and press START. When the flag blinks red, the trick worked.



At the Tradewest or Title Screen, do the trick.

If the flag flashes red, you'll know the trick worked.

### POWER TRIP



Does this game seem to get very difficult as you advance through the levels? Fear no more, because this code will let you jam through this game with extra lives and continues. When you turn on the game and the Tradewest logo appears, or the Title Screen comes up press and hold DOWN and the A and B buttons. While

still holding these, press START. When the next screen appears, the Battletoads' flag should blink red once, indicating that the code has worked for you. Choose a one- or two-player game, and you will be ready for action with plenty of Toads to spare! Be careful.

Francis Vivero  
Williams Bay, WI



Start your game with five lives and continues for both players!

### Super Turrican

**Super NES      Seika**

**Level Skip**

Pause the game. Now, press RIGHT, LEFT, DOWN, RIGHT, A, and then START. Do this in every level of the game.



Go into the game and press START to pause the game play. Now press RIGHT, LEFT, DOWN, RIGHT, A and then START. You will hear music and you will then fade into the next level. You can keep doing this in every level until you get to the end of the game!

Onder Kacak; Cologne, Germany



Pause the game and do the code to go to the next level.

### Pocky and Rocky

**Super NES      Netsume**

**Stage Select**

On controller 1, hold X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A, B, A, B to make the trick work.



This cool trick will let you get a stage select for this game. Here is how to do it: On the Player Selection Screen, take controller 1 and press and hold the X and Y buttons. With these held, press these buttons in this order: A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You will then hear a sound that



On this screen, hold X and Y. Then do the code with the pad.



The Stage Select Screen will appear. Choose any level.

indicates the trick worked. Choose your player and hit the START button. The Stage Select Screen will then appear. Now, choose any stage you wish to play. You will even get to choose the last stage in which you must fight the Black Mantle. Defeat this last Boss and win the game!



You will be able to go to the last stage to fight Black Mantle.

# WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS



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## CHEAT SHEET

MOST  
WANTED  
TRICK  
ANSWERS (cont.)

Editorial Staff  
Christopher D. Bartolo  
Bohemia, NY

I am writing to answer your question on Ermac! To get to Ermac you must have the machine set on level 5 (the highest level). Then you must be at the Shrine stage and get a double flawless using only punches. When it says, Finish Him or Her, you must knock your opponent under their statue.

Nicholas Kohart  
Boca Raton, FL

Ermac of Mortal Kombat is a hoax!! After looking over the magazine for a day, and playing the Genesis MK, I made a realization. IT IS IMPOSSIBLE!! The picture shows (faintly) in the background the energy bars for the SNES version. Also, Tony Casey says that he played the game six months ago!! I bought the game on the first day it came out, Mortal Monday, Sept. 13—two weeks ago!

Michael Gaddis  
Woodstock, GA

Some people think Ermac is in the home versions. If you find any more, let us know!

## Shinobi III

Genesis	Sega
---------	------

## Unlimited Shurikins

Go into Options and move to S.E. Set it to "Shurikin." Set the Shurikins at 00 and wait to get an unlimited supply.



Get an unlimited amount of Shurikins in this game. At the Title Screen, choose the "Options" selection. In the Options, move down to the S.E. command and set the sound to "Shurikin." Now move back up to the command, Shurikin and set them to 00. Stay on this Option and wait until it turns into an infinite symbol.



When you are at the Title Screen, choose the "Options."



In Options, move to the S.E. and choose "Shurikin."



Move to the Shurikins Option and put the number at 00.



Wait until you hear a sound. The unlimited symbol appears!

## Street Fighter II Turbo

Super NES	Capcom
-----------	--------

## Button Configuration Trick

On the Character Selection Screen, choose your fighters and hold the SELECT. Choose your stage and it will appear.



The trick that worked in SF II also works in the Turbo version. To configure your buttons without using the Options, go to the Character Selection Screen and pick your character(s) in a 1- or 2-player game. Hold SELECT. Once you choose (or fly to) your stage, the Configuration Screen will appear.



By doing this trick, you can configure between matches.

## TUFF E NUFF

Super NES	Jaleco
-----------	--------

## Play as the Bosses

For a one-player game, go to the Select Mode and do the pad trick. For 2-players, reset and go to the second part.



To play any character (including the enemies) against any character, start your game from the Title Screen. When the "Select Mode" screen appears (with three boxes), push the control pad in the following pattern: LEFT three times, RIGHT three times, and LEFT seven times. Then



When the "Select Mode" screen appears, do the trick.



After the explosion, you can pick more characters to use!

press START and you will hear an explosion sound. Additional characters will appear on the screen. For a two-player game with Bosses, do the same code and reset the Super NES. When the Select Mode appears again, press RIGHT three times, LEFT three times, RIGHT seven times, then START.



Play as the Bosses in a one- or two-player fight to the finish!

Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time*.

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*It's how you play the game.*

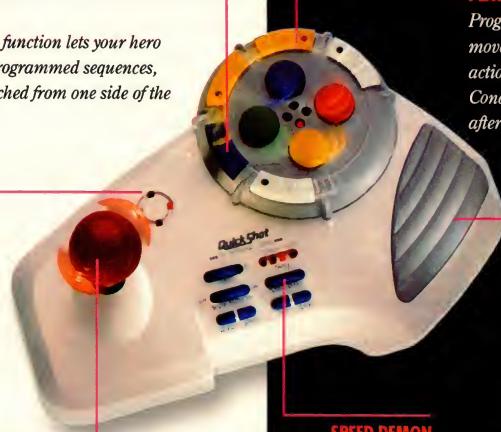
# STICK WITH THE PROGRAM.

## ABOUT FACE.

*Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.*

## LIGHT SHOW.

*Bright LED buttons indicate your speed, direction, and other gameplay selections.*



## MORE JOY.

*You've gotta feel it to believe it! This smoothly rotating, 360-degree joystick will take you every which way but "lose."*



**FOR SEGA GENESIS:  
Conqueror 3™  
QS185**

## PLAY IT AGAIN.

*Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.*

## AN EXTRA DEGREE OF COMFORT.

*The rotating control pads swivel 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.*

## SPEED DEMON.

*Your options range from slow motion to turbo speed to independent autofire to keep all your needs covered.*

**FOR SNES:  
Conqueror 2™  
QS186**

# CHEAT SHEET

## MOST WANTED TRICK

Mortal Kombat keeps coming back as the most wanted trick! People just can't get enough of this game and all of its hidden attributes. This time, the Genesis version comes into the picture with another juicy rumor about a hidden character! It has been said that there is a kickboxer named Nimbus Terrafaux hidden in the Genesis version of the game. Here are the details. Supposedly, you are to wait for Reptile to come onto the screen and say, "Look to La Luna." At this point, you are to put in some sort of code and press START before he leaves the screen. The game restarts and you should be able to select this new character. Rumor also says that his face goes across the moon every so often, but you can't get to him with the DULLARD code. Do you have any ideas? If you have the method to get to him, or have a good idea, send it in! We'd love to print it!



Could this be the infamous Nimbus Terrafaux?!

Yoshi's Cookie	
Super NES	Bullet Proof Soft.
Select Extra Rounds	
On Action menu, put the Round number on 10, the Speed on Hi, and music type Off. On pad 2, hold L, R, SELECT and START.	



There is a code that allows you to play all the way up to Round 99! To select the extra rounds, use controller 1 and choose the Action Option from the Title Screen. On the Action menu, put the Round number on 10, the speed on high, and the music type should be off. Now, take controller 2 and press and hold the L button,



Select the Action Mode from the Title Screen and start.



You will get to this Option Screen. Do the trick here.

R button, SELECT and START. You will hear the game say, "Yoshi!" At this point, you can change anything you want on the Options Screen to the preferences you desire. Now you can change the Round past 10; all the way up to 99! This means hundreds of new levels are at your disposal! The cookies are now game characters too!



You will be able to play any round, all the way up to 99!

Cyborg Justice	
Genesis	Sega
Secret Option Menu	

To get a new Option Screen that lets you do many things, pause the game and put in C, B, B, C, C, A, C very quickly.



Start your game and make your cyborg in the assembly room. Go into the actual game and pause it after you begin game play. At this point, press these buttons very quickly in this order: C, B, B, C, C, A, C, B. If you have done this correctly (keep trying), a brand new Options Screen will appear.



In the game, pause and do the code for the secret options.

Final Fight 2	
Super NES	Capcom
Same Player Code	

DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, and then the top L and R buttons held at the same time.



Now you can be the same characters in a two-player game! At the Title Screen, when it lets you choose a 1- or 2-player game, press these buttons in this order: DOWN, DOWN, UP, UP, RIGHT, LEFT, RIGHT, LEFT, and then the top L and R buttons at the same time. The screen will turn blue.



Do the code at the Title and it will turn blue. Pick 2 players.



Player 2 picks the character first. Pick the same character.

Select a two-player game, and then go to the Character Selection Screen. Have player 2 choose the character you both want to play as, and then have player 1 choose the same character. Both of you will be the exact same characters, but with different colors. Now, go through the game, fighting with your twin!



When you go into the game, you will be with your twin!

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**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to win with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Game Contest.** Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

**Media Bin Contest** - The Ultimate Gaming Environment 40 inch monitor

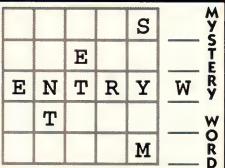
130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!!!) You'll not only see but feel it too!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

# Mystery Word Grid



## **WORD LIST and LETTER CODE chart**

ENTRY ....W	CHASE ....G	WINGS ....P	STORM ....E
MAJOR ....H	MICRO ....M	DREAM ....R	NINJA.....B
METER ....F	QUEST ....O	TURBO .....T	RULER.....S
RANGE ....A	TOWER ....J	FLINT.....U	HEAVY.....Z

**MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!**

ENTER ME TODAY. HERE'S MY ENTREEEE.

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  - (\$3.00) Media Rig Contest**
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# CAPTAIN AMERICA

## and The AVENGERS

Get The Hot New Game For Home  
From The Software Toolworks

Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

- Normal or extremely radical "Arcade Mode" with special challenges.
- Six levels of play and action sounds just like the arcade game.
- Amazing power-ups and action in the air, undersea or in outer space!
- Single or two player option with simultaneous cooperative play on the two-player setting.



Captain America and the Avengers plays just like the arcade game and sounds just like the arcade game. All that's missing is the skee ball wussy next to you.

Get this game! It's up to you and your Avenger to save the world, and maybe even the solar system.



## Win A Full Sized Arcade Game (Cool, huh?), Captain America Jean Jacket, T-Shirt or Cap!

Think of it - a real, full-sized Captain America arcade game (just like the one to the left) in your very own bedroom or basement. Radical! Or you can win an embroidered jacket, Captain America T-shirt or really cool cap. Just fill out the coupon below and send it in. It's as easy as that! And make sure to check out the cool new Captain America and the Avengers game for Super NES at your favorite video outlet!

**Yes, Yes, Yes, I Want To Win This Arcade Game!**

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Street \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Phone (\_\_\_\_\_) \_\_\_\_\_ Age \_\_\_\_\_

Mail to: Captain America Sweepstakes, c/o The Software Toolworks, P.O. Box 6139, Novato CA, 94949. Deadline 3/1/94. Drawing 3/31/94

Official Rules: 1) No Purchase Required. One entry per person. 2) To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age and the words "Captain America Sweepstakes" on a 3" x 5" piece of paper. Mail your entry to The Software Toolworks, Captain America Sweepstakes, P.O. Box 6139, Novato, CA 94949. All entries must be postmarked no later than March 1, 1994. 3) Sponsor: The Software Toolworks, Inc., 60 Levenon Court, Novato, CA 94949. 4) Sponsor and its parent company, The Software Toolworks Company, and its immediate family members and employees (and their immediate family members), The Software Toolworks, Inc., its parent company, and their subsidiaries, affiliates, and agents. Not sponsored by Nintendo or Marvel Entertainment Group. 5) Prizes and their approximate retail values are (1) Grand Prize Captain America and the Avengers Arcade Game (\$3,000); (10) First Prize: Captain America and the Avengers T-Shirts (\$15); (10) Second Prize: Captain America Caps (\$10); (10) Third Prize: Captain America Jean Jackets (\$10). 6) Odds of winning are determined by total number of valid entries received. 7) Winners will be randomly drawn on or about March 31, 1994 and will be notified by mail. All prizes will be awarded. Judge decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of the winners. Grand Prize winner (or parent or legal guardian) must sign an affidavit of eligibility and public liability release which may be required by law. Void where prohibited. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners name and likeness for publicity purposes without additional compensation or permission.

# NEXT WAVE

## NEW SOFT NEWS

This is a good time for news on video games. With Christmas just about here, you can bet that the companies will be releasing all their hottest titles. In fact, this might even be the best one yet. With the 3DO here, and the Jaguar almost ready, you will have a better selection than ever before.

The Sega CD has some brand new softs coming to help it out. Vic Tokai is releasing Mansion of Hidden Souls, and S.O.S. Sega has Dracula Unleashed, Double Switch, Jurassic Park CD and more.

The 3DO has many new games slotted for the market. Oceans Below, and Space Shuttle by Software Toolworks will really thrill you. Jurassic Park is even closer to completion, and it looks better than anything else we've seen.

The Super NES has a whole lot of games just waiting to hit the stores, and their numbers are almost limitless.

The Jaguar has Cybermorph, Checkered Flag and Raiden.

No room to get in depth...yet. More next month. What a headache!



Sega

### Dracula Unleashed

Sega CD

Action

Dracula is back, and his thirst for revenge has grown strong. His lust for blood is great. You are a young man who is following a bizarre trail of murders. Decapitated corpses and wolves in London make things interesting. Is the Prince of Darkness really back?

Dracula Unleashed for the Sega CD makes full use of its full-motion video capabilities. The movie-like scenes unravel the horrific plot, as you try to end the madness of Dracula once and for all. His minions are everywhere, and you must keep a cool head if you want to survive your battle against the undead. If you want to be a vampire hunter, this game is for you. Can you find the trail macabre clues? Your life depends on it.



Dracula is ready to suck London dry to satisfy his vile needs.



### 26 GAMES PREVIEWED!!!

Dracula Unleashed, T-2 Arcade, Incredible Crash Dummies, Untouchables, Double Switch, TMNT TF, Out of this Word 3D, NHLPA Hockey '93 CD, Bill Walsh College Football CD, Super Turrican 2, Sengoku, Joe & Mac 2, Pirates of Dark Water, Barney & Friends, Wiz'N Liz, Side Pocket, Raiden, Total Eclipse, Sylvester & Tweety, Vajra, Pyramid Patrol, Jurassic Park, Romance of the 3 Kingdoms 3, Prize Fighter, Manhattan Requim, I Will



Dracula resides somewhere in London. Travel the misty streets in search of him.



Use your items wisely, or you might find yourself among the undead.



The vampire hunters have arrived. Is the Prince of Darkness waiting?



# FANG-TASTIC JOURNEY



With a mad howl, the transformation is complete—and the journey begins.

From the fire you emerge, half man, half monster... a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop

you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and Wolfchild to the rescue!



Pray for your life in the Ancient Temple and splatter mutating larvae and man-sized cockroaches.



In the madman's lair battle body-snatchers and fire-spewing gargoyle before facing the psychopath himself.



Weed your way through the jungle while fending off volatile vegetation and scaly lizard mutants.



Hair-raising graphics bring to life every mutation, including salmonhead laserblasters and deadly airborne assault squads.



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# NEXT WAVE

LJN

## T-2 Arcade

Super NES

Shooter

In the near future machines will take over the world and enslave mankind. A resistance was made to save the few remaining humans from extinction. You (and an optional friend) are reprogrammed Terminators who must protect John Connor, the leader of the Resistance. Your mission shall take you through time, where you must face the dreaded T-1000.

This cart is just like the arcade game, and it follows the movie very closely. T-2 Arcade is a rough trip from beginning to end.



Terminators stalk the humans with cold imprudence. Destroy them.



Keep the human resistance safe from the onslaught of cyborgs.



Talk about in-your-face action, the Terminators get really close!

## Arena Incredible Crash Dummies

Genesis

Action

Play as one of the lovable crash dummies. These breakable numbskulls are in their own Genesis cart where they must keep themselves together.

Play through a number of testing sites, where obstacles threaten to break pieces of you off part by part. Make it to the circular exit at the end, and prepare yourself for more fun.

Your attacks vary, depending upon your form. Your mobility will decrease every time you are hit. Ouch!

The Crash Dummies keep reminding us to buckle up, and show us why to do so. The Incredible Crash Dummies is a lot of fun. Getting from zone to zone will test all your skills. If you are interested in breaking into pieces, this game is for you.



Run to the exit, but watch out for runaway cars and spikes.



The further you go, the more dangerous things get. Keep a hold of your body.

## Ocean

### The Untouchables

Super NES

Action

Travel back in time to the days of prohibition and gang warfare. You are Eliot Ness, the one man who can end Al Capone's reign of terror by putting him in prison. You are an Untouchable, armed with your shotgun and steel nerves.

Ocean has put together a decent game that recreates the Chicago of yesteryear. Each level has something different, from a first-person shooter, to an above view action level through a courthouse.

If you want to put Capone behind bars, you'd better be good. The Untouchables game is a great way to relieve stress.



Take on criminals in this dark alley. Liquor is being smuggled. Stop it.



Blast the baddies with your shotgun. Take no prisoners, this is war!



The city's papers will chart your progress as you go.

JVC

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# SUPER STAR WARS



## Heroic Battles in a Galaxy Far, Far Away



Cruise through Tatooine in  
Luke's landspeeder



Battle new alien forms



Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare—a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer—Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga. So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

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**SUPER NINTENDO**



# NEXT WAVE

Sega

## Double Switch

Sega CD

Action

Double Switch is the next game in Sega's lineup to create an interactive movie. The mystery is similar to that of Night Trap; it's in a place called the Edward Arms. The Edward Arms is a gothic mansion that has an intricate security system within its walls.

You have been hired by a Boy named Eddie and his mother Blanche to protect the guests of this place. The last tenants have disappeared.

The new people range from "Jeff and the Scream," a techno-punk music group, archeology and architecture students and some petty thieves.

As the game progresses, different story lines will appear each time you play, so that every game has something new and refreshing. With multiple traps and fast-paced game play, this is sure to become a favorite on the Sega CD.

This game will give you the creeps. The music is spooky, and so are the people. What exactly is going on here? We'll have to wait and see...



Double Switch is like a sequel to Night Trap. The game play is the same.



Don't accidentally trap any innocent bystanders or else!



This guy has hired you to protect the guests of his home.



Eddie needs your help. Don't let him or the others down.



The killer stalks the helpless girl. Little does she know that she's safe.



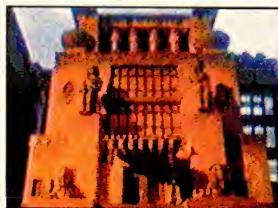
If you catch the bad guy in the trap, he's sure to meet a horrible fate.



See what I mean? That guy's toast. The girl has been saved, though!



I bet she's relieved. But would you live in this place?



Enter the Edward Arms if you dare. It's like a roach motel.



Through the use of the exclusive Alex-Cam, you must save lives.



Eddie will rip you to pieces if you screw up. That's not good.

Double Switch has been put together by some famous people. Corey Haim of "Lost Boys" fame plays as Eddie, and recording artist and actress Deborah Harry from "Blondie" plays his mother. It's directed by Mary Lambert who made films such as Pet Sematary and Pet Sematary 2, along with a few Madonna videos. This game has been made like a real movie. Let's see what Sega can do next. How about another mystery?



## Will You Accept the Challenge of a Jedi Knight?



Teach a grousse ice beast a few  
manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial  
Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train  
in the hostile world of Dagobah with the  
Jeit Monster Voda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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EXCELSIOR EDITION



JVC  
AMERICAN ELECTRONICS



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MOV

## THE ELIMINATOR



The 1st & best fighting joystick to offer compatibility with both the Sega-Genesis & Super Nintendo systems. With adjustable turbo speed & a slow motion option, this Alston 8-button controller will make you the champion of the upcoming 6-button Sega-Genesis games. On games like MORTAL KOMBAT & STREET FIGHTER II, if you don't have **THE ELIMINATOR**, you better be ready for defeat.

## SUPersonic



This is the 21st Century, what are you doing with a cord on your joy pad. Alston's advanced cordless technology will allow you 180 degree movement with a 30 foot range of motion. Add turbo and slow motion options & the **SUPersonic** gives you maximum fire power and control. You will be bored-less when you play cord-less. Both SNES & Sega-Genesis are available now.

# GAMES ELECTRIFYING



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**MEGAPTER** The latest Alston technology makes it possible to use your SNES controllers to play both the Sega-Genesis 16-Bit & CD Systems. With the introduction of the **Megavertor**, your favorite Super Nintendo joystick or joy pad will now offer the same excitement for the Sega-Genesis Systems. So, when you SNES gamers are ready to play the new Sega-Genesis 6 button games, don't buy another controller, save yourself some money and buy the new **Megavertor**. Run out & buy the new **Megavertor** so you can enjoy both the Sega-Genesis & SNES games with your SNES controllers. **CONTROL THE WORLD OF GAMES WITH ALSTON.**



Included in every Alston product package are **2** scratcher game pieces. These game pieces will entitle the bearer to a variety of prizes. With winning game pieces revealing prizes ranging from various Alston products, to the Grand Prize, a Sega-Genesis CD system, **Alston makes you the winner**. Purchase an Alston product today, and test your luck on the scratcher game pieces. These game pieces are void where prohibited by law.

# NEXT WAVE

Konami

## TMNT: TF

Genesis

Fighting

Heads up fightin' fans, another fantastic, fist-flinging, street fighting-type cart is making its way to the Genesis!

The masterminds at Konami have whipped up this cool Turtles cart, and loaded it with lots of options and special moves. Despite only really using two of the controller's buttons (the third is used for the launts...), each of the eight playable characters have an assortment of dazzling moves.

If you expected this to be a clone of the Super NES version, you are **WRONG!** This is a completely new and separate cart.

TMNT: TF features voice and dark graphics representing the original comic look of the turtles. If you are a TMNT fan and own a Genesis, look to this one for real excitement!



**LEONARDO**



**DONATELLO**



**MICHAELANGELO**



**RAPHAEL**



**APRIL O'NEIL**



**CASEY JONES**

**SIGMUND**



**RAY FILLET**



"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—Electronic Gaming Monthly



THE ONLY TRUE 3D GAME  
Special Glasses Included!

"...the feeling of depth that you get is unmatched by anything seen on a home screen to date... there is no question that the technology and design employed in Jim Power is a breakthrough."

—Die Hard Game Fan

## WELCOME TO THE NEXT DIMENSION



**GENESIS**



**ELECTRO BRAIN®**

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# NEXT WAVE

Interplay

## Out of This World

3DO

Adventure

Because you've asked for it, EGM is bringing you even more news on the game Out of This World for 3DO. This game is better than the SNES and Genesis versions. The graphics and animation are smooth as silk. The music is as dramatic as ever, and the 3DO's capabilities are put to good use here. EGM has managed to get an in-depth look at this hot title. Behold these maps that show off the graphic detail of Out of This World.



Like the other versions, a password feature is available to you.

### JUMP TO PERIL

Watch out! That first step is dangerous.



When you first start off, you are drowning in pool of water. Vicious tentacled arms will attack. You can escape them by just moving. To the left, poisonous slugs will pose a threat. Kick them and proceed. A roaring beast will then appear. Run as fast as you can, grab the vine and continue running. You will meet your first alien here. Yow!



### CINEMA DISPLAYS!

Watch the story unravel through the cinema displays!



Swing the cage down upon your captor, and flee for your life!



### TRAPPED BY THE ENEMY!

Make your escape from the alien penitentiary! Your friend will help you.

*Tony Meola*

TONY MEOLA'S  
**Sidekicks™**




**Sidekicks™**  
  
 MAGAZINE

adidas



Foot Locker



Pound your opponents to  
 gain possession of the  
 ball . . .



Rocket the ball at the goal  
 with a mind-shattering  
 bicycle kick . . .



And never, never give  
 the opposition a chance  
 to score . . .

With the most realistic Mode 7  
 soccer simulation ever to take  
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# NEXT WAVE

EA Sports

## NHLPA Hockey '93 CD

Sega CD

Sports

Electronic Arts continues with their famous line of Hockey games.

NHLPA Hockey '93 CD for the Sega CD is as good as the cartridge, plus it has some really neat features that put this cart on top. All the players are digitized, and you can see the teams highlights from over the past few years in the form of full-motion video.

I shouldn't even have to mention that this game has CD sound, as you've probably guessed it. If you've been playing all the previous EA hockey carts, this one is even better.



Get ready for yet another hockey game by EA. Now on CD!



Sort through an entire list of options available to you.



EA sportsman Ron Barr returns to keep you informed on what's new.

### SPECIAL CD ONLY FEATURES!

#### WASHINGTON CAPITALS



#### WASHINGTON CAPITALS



Now there are digitized cinemas of the action, and pictures of the players themselves. These will give you the feeling of actually working with the real teams. There is also a cute little access time screen.



HOT ACTION!

# TO BE... OR NOT TO BE...

THIS SMASH HIT SNES TITLE IS NOW AVAILABLE FOR SEGA GENESIS!



International Match



Train with heavy bag, moving pads and sparring

## BEST OF THE BEST

CHAMPIONSHIP

Karate



KUMATE (for those who dare)



Select your style  
from over 60 moves

"The Kumite is a no holds barred series of challenges. ENTER THE KUMATE TO PROVE YOURSELF OVER 60 MOVES."

ACTUAL TRAINING • BEST FIGHTERS IN THE WORLD • DIGITIZED ANIMATION • INCREDIBLE ACTION

ENTER THE INTERNATIONAL ARENA, CHOOSE FROM OVER 60 STYLES, MEET OVER 60 WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN.

ENTER THE INTERNATIONAL ARENA, MAYBE YOU'LL BE GOOD ENOUGH TO BE INVITED TO THE KUMATE.  
THE CHALLENGE AWAITS . . .

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GENESIS

# NEXT WAVE

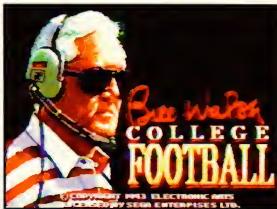
EA Sports

## Bill Walsh College Football

Sega CD

Sports

Get set for hot sports action with Bill Walsh College Football on the Sega CD. This title offers Madden-style game play, complete with the scaling field. This game has CD sounds and plenty of features that make this among the most playable of the CD games. Bill Walsh College Football looks great. It's pretty much like the cartridge version. If you are heavily into EA sports games, then I can see no reason why you won't like this one. No one does sports like Electronic Arts.



EA continues their sports tradition on the Sega CD with much grandeur.



Bill Walsh College Football offers a number of options for easy play.

TEAM MATCHUPS	ALABAMA	BOSTON
77	Quarterback	64
53	Running Backs	79
99	Wide Receivers	72
81	Offensive Line	70
54	Defensive Line	51
79	Linebackers	76
90	Secondary	94
90	Kicker	51
52	Punter	97

Check out the team match-ups to see where you need the most help.



### RON BARR

This guy'll tell you all you need to know about the game, including all the options.



### THE WALSH REPORT

An insider's look at the game. Here's where to get the hot tips!

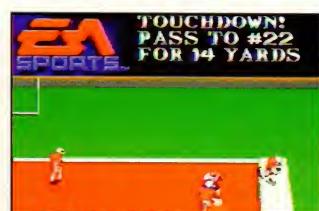


From the coin toss, you choose either offense or defense. When kicking off, use the handy dandy meter to determine where the ball will go.



### IT'S WAR!

Once you get the football, it's time to move it or lose it! Mow over your opponents or you could be eating the grass very soon!



### JUST DO IT...

Each team has its own merits and its own skills. You can play endlessly trying to find out who's the best. But, that's all part of the fun of this game.



# GO HAIRWIRE WITH YOUR SNES



**H**e's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent**!

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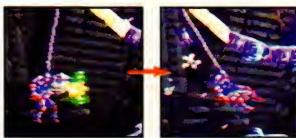
8335 154th Avenue N.E.  
Redmond, WA 98052  
FAX (206) 883-8038

**Rocky**  
**RODENT**

# NEXT WAVE



Super Turrican 2 features an all-new, totally awesome grappling arm!



The city has been left in ruins. Use your grappling hook to traverse the many overhangs and pitfalls. "Climb" by hooking yourself onto a wall, and rehooking quickly. There's lots of strategy here!

## NUKE 'EM!

When in doubt, you can nuke the enemies with a huge blast. You only get a few of these, so try to conserve them. The explosion is done much better here, as opposed to in the first game. The explosion balloons out, and the background blurs out!



Seika

## Super Turrican 2

Super NES

Action

The battles of Turrican continue with this hard-hitting sequel. Super Turrican 2 improves over the first game by making the graphics better, adding new techniques and having a whole arsenal of weapons.

It seems that the evil forces have returned, and it's up to the Turrican warrior to stop them before they destroy the world. Like before, there are huge Bosses, infinite swarms of attacking enemies and lots of power-ups to be had.

Super Turrican 2 is much more than a sequel. For example, you now can swing via a grappling hook like the old game Bionic Commando! This opens up new ways to explore. If you want an action game rich in technique and great in graphics, try out this one!

## WEAPONS OF WAR...



### SPREAD GUN



### KILLER BALL ATTACK



### PLASMA BEAM



### WAVE OF FLAMES



### FREEZE BEAM



### FLAME THROWER



### ROCKET LAUNCHER

Will they  
save us, Ren?

I hope so,  
Stimpy...your breath  
is keeling me!



Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast... even Log™.



Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet deesgusting journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!

YEEHAW!

SUPER NINTENDO  
ENTERTAINMENT SYSTEM



T·HQ  
SOFTWARE

Coming Soon for  
GAME BOY

# NEXT WAVE

Data East

## Sengoku

Super NES

Action

Four hundred years ago, an evil ruler held the land within his steel grip. Only two warriors were able to stop his evil.

Now that evil has returned, and the two warriors must once again face their greatest adversary. Using the spirits of other warriors, they must fight their way to the cause of all the terror. Get ready for Sengoku!

Sengoku is based on the Neo-Geo game of the same name. The translation is a little rough, but the story is the same. Each character has an arsenal of killer moves, and they'll need them to deal with the deadly enemies. Sengoku is a difficult, non-stop battle against the forces of evil. Only the best will be able to handle the rigors of Sengoku!

You can change your form by picking up certain items from defeated enemies. You may start off either as Dan or Bill, the first two characters above. Cool...

## FOUR COOL WARRIORS



### AREA 1-1: HIGHWAY

Learn your skills here, for the enemies aren't all that tough...yet!



### AREA 2-2: SUBWAY

Level 2 has all new opponents for you to conquer. Take things easy.



#### GREEN GLOBE

Grants the possessor more health to his person.



#### PURPLE GLOBE

Gives players a sword to vanquish the enemies.



#### YELLOW GLOBE

This gives you special powers if you get it.

#### SWORD ICON

Transforms you into a savage warrior.



#### SHURIKAN

Turns you into a nimble ninja of great skill!



#### SPECIAL ICONS

CORE 00012400 TIME SCORE 00000000  
P1 DAM = 3 38 PUSH START



Break the enemy's sword, and he'll be a lot easier to fight.



The subway is a great place to find a good fight. Don't be swarmed.

CORE 010320 TIME SCORE 00000000  
P1 DAM = 4 59 PUSH START



The first Boss is atop a herd of stampeding horses. He's tricky!

CORE 022040 TIME SCORE 00000000  
P1 DAM = 5 83 PUSH START



Trust no one. Not even the ladies you might come across.

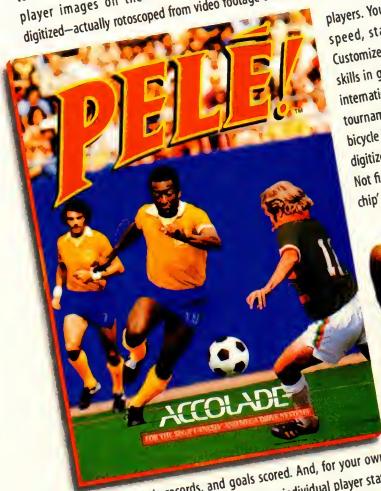
CORE 0191620 TIME SCORE 00000000  
P1 DAM = 2 60 PUSH START



The Bosses will get more difficult to fight. Better get another player!

# **"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.**

"What makes PELE! Soccer for the Sega™ Genesis™ better than any other soccer game out there? It's not only designed by game experts, it's designed by the world's greatest soccer expert. Me. So you get soccer the way Pele plays—all out, intense, world-class. My 30°-35° slanted field perspective gives you the truest sense of how enormous a real soccer field is. Built-in 'Team Logic' means players move toward the ball being passed by a team mate. Plus, the player images on the screen are extra large and digitized—actually rotoscoped from video footage of soccer



loss and tie records, and goals scored. And, for your own team, the 'memory chip' also saves individual player stats including games played, goals, assists and fouls. This is the way soccer was meant to be played. How would I know? Let's just say I did all the research! To order, head over to your favorite retailer or call 1-800-245-7744.

**Free Soccer  
Ball With Every  
Purchase!\***

## **Then It Hit Me."**

players. You can adjust player attributes like ball control, speed, stamina, shot accuracy and aggressiveness. Customize team colors. Select your starters. Sharpen your skills in goalie or shootout mode. Then take on dozens of international challengers in exhibition, 40 game season or tournament play. Master a mix of intense soccer moves—bicycle kicks, headers, sliding tackles, traps and dives. Hear digitized crowd noises and international soccer fight songs. Not finished with a match? Hey, no problem. The 'memory chip' allows you to save season and tournament play, win,





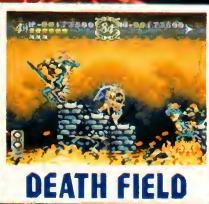
INDUSTEN



## TORTOISE ISL.



# DEMON'S CAVE



DEATH FIELD

# Jet Racers 2

TM

One of the most  
anticipated sequels  
this season!



e  
ENIX

ENIX AMERICA CORPORATION  
2679 151st Place NE, Redmond, WA 98052-5522

# NEXT WAVE



Joe and Mac 2 offers you a whole slew of options. You can not only play a two-player game, but Super 2 player as well. There is also a password feature which allows you to continue your progress whenever you want. Joe and Mac 2 is a massive improvement over the first game.

Data East

## Joe & Mac 2

Super NES

Action

Data East's comical cavemen are at it again! Joe and his cave bud, Mac, return to the Super NES, in a whole new adventure that makes the first pale in comparison. Evil cave dudes are making their lives miserable, so the duo is fighting back. Joe and Mac have a new assortment of weapons, plus their trusty clubs. When they hit another caveman, they will drill him into the ground!

This cart has a lot of humorous moments, and is a lot of fun to play. This time around, there are lots of secrets to be discovered. Power-ups abound, but you must search for them. Joe and Mac 2 is a terrific sequel. If you enjoyed the prehistoric mania of the first, then you'll definitely like this one. Lots of improvements!



Take a spin in the world's first truck!  
Bowl over any enemy in your path.



Swim up stream to get to the exit.  
Beware the piranhas swimming around.



The first area starts off simple, but it will soon become a winding maze!

### AREA ONE: THE JUNGLE

Although you can't tell by the map, there is lots of parallax scrolling!



Oh no! A strange column of stone has thrown you atop a stegosaurus!

### AREA TWO: THE STEGOSAUR



# INSTANT PARTY

## JUST ADD BOMBS!

Now you and three of your friends can

play the hottest game for Super NES at

**THE SAME TIME!** The Super

Bomberman Party Pak features the

mega-popular Super Bomberman game and the Super Multitap accessory!

Hook up four players for nonstop, bomb blasting action in the Battle Mode!

Or go on a two player adventure through 48 levels of monsters and robotic

traps designed to blow you off the screen!

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!



EXTRA SUPER NES CONTROLLERS SOLD SEPARATELY

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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HUDSON GROUP  
**HUDSON SOFT®**

# NEKT WAVE

Sunsoft

## Pirates of Dark Water

Super NES

Action



Dark Water has shooter elements in it too. Lots of Mode 7 scaling here!

Based on the comic and animated series comes Sunsoft's Pirates of Dark Water. In a world consumed by evil, it is up to three valiant, swashbuckling warriors to stop it.

In Dark Water, not even the water itself is safe, for it also has a life of its own. This cart is not your ordinary side-scrolling fighting cart. You will not only face pirates, but dragons and deranged midgets as well. Horrible end Bosses too nasty to describe will make your life miserable.

Pirates of Dark Water even has a shooter-type level, where you take to the skies in pursuit of a vicious dragon. This cartridge should appeal not only to cartoon fans, but also to the hard-core action players out there. Two-player simultaneous action is also a big plus. Nice job Sunsoft.

## PLAYER SELECT



TULA



REN



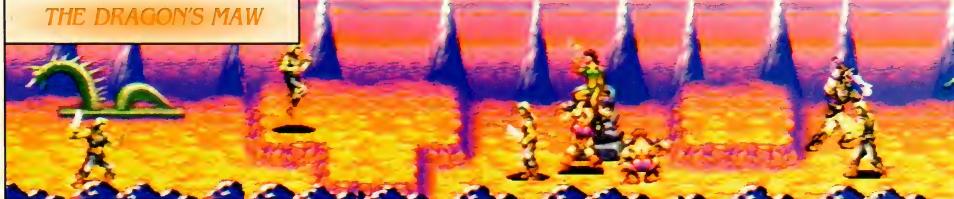
IOZ

## DANGEROUS LEVELS...



Each of the three characters has his or her own special moves and weapons.

### THE DRAGON'S MAW



### PANDAWA



Pirates have enslaved the towns. It is up to you to free the villagers from their shackles. Beware the many traps you will find around here. Use your fighting skills to survive the onslaught of enemies. Then it's time to move on to more danger further ahead.

### DANGEROUS LEVELS...

For high adventure, Dark Water is an entire world of swashbuckling fun. Are you ready for it?



# Mad

# Dog

# McCree

Shooting Game



**HE'S HERE, ON SEGA CD**  
**If you don't find him, he'll find you!**



Mad Dog McCree is known worldwide as one of the highest rated arcade games and is the first interactive shooting game with real live motion picture action. Mad Dog and his men have kidnapped the town's mayor and his daughter. To save the town, you will be challenged by a saloon full of outlaws, a hair-raising bank robbery, gunfighters, a slew of Old West ambushes, and Mad Dog himself. Mad Dog McCree is the first of a series of exciting Mad Dog adventures.

*The Arcade  
Smash Hit by*

**A**MERICAN  
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**Live Motion  
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CD ROM ENTERTAINMENT SYSTEM FOR GENESIS™

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# NEXT WAVE

Sega

## Barney & Friends

Genesis

Action

Oh no! A Barney video game is on its way. That big, fat, purple dino with a heart of gold, and a stomach full of kids (just kidding...) gets his own game on the Genesis.

Control Barney as he tries to find his missing friends who have gotten themselves lost. When you find your pals, you get to hug them! Oh joy!

If you love Barney (he loves you), this is the game for you. This is a good non-violent game for the younger kids. Parents take note. Look Ma, no blood!



The antics of Barney continue with this cute game of friendship.



Try to find the kids who are hidden in each of the many levels.



Hug the kids when you save them. Isn't he the cutest thing?

## Psygnosis

### Wiz 'N Liz

Genesis

Action

Wiz and Liz are a sorceress duo who love to make magic, but they don't have the right ingredients to make their spells work. The game is about these two whimsical characters who must adventure through a series of colorful worlds to collect the proper regents for their magical brew.

Wiz 'N Liz is a great cart for kids. Its non-violent theme and colorful levels make this one a joy to play. Its relative simplicity makes it addictive. The music is well done, too! If you have two players, the game gets even better. This game isn't violent, so parents should give it their approval tool!

Wiz 'N Liz is downright fun. If you want a relaxing simple game, this is one you should check out. It's different from all the other carts.



This place is pretty big, but collecting the regents shouldn't be too hard.



In the desert, you must find letters to concoct your spell. It's pretty easy.

## Data East

### Side Pocket

Super NES

Sports

One of the best pool games around is Side Pocket. Recently ported over from the Genesis, this game is made even better with enhanced music and sound.

You can play alone, with two players, or in a special trick mode. The trick mode is a bit complex. You are given a number of "puzzles" to solve. These open up yet another puzzle to solve! There is also a normal pool game that takes you around the world. It's fun and relaxing.

If you want to play pool, and are afraid of the sharks, this is for you. This is simply one of the best pool games ever. Nice women!



Play the trick game to reveal pictures of a beautiful girl. Can you get to her?



The most important part of the game is the break. Use it or lose it.



Travel from city to city, earning big bucks and fame by going against pros.

# They've got a bullet with your name on it.



We're talking high-caliber criminals—Al "Scarface" Capone, Frank Nitti, the Genna boys . . . If you're going to mess with the most notorious outlaws of the 20th century, you'd better be Untouchable.

Five missions. Three perspectives. Untouchable drama. .



Build a case against Scarface in 1929 Chicago. The funny money factory makes phony greenbacks, but the bullets are real!



You're Eliot Ness, a former D.A. It's only natural that you're called in for a hostage rescue at the County Courthouse.



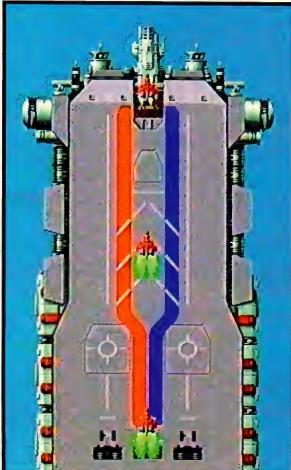
Ness, you gotta go this one alone. Capone's trigger-happy henchmen are battling with a rival mob for territorial rights.



# NEXT WAVE



## BATTLE ZONE: ONE



## Atari Raiden

Jaguar

Shooter

Raiden, that classic arcade game is faithfully recreated for players on the brand new Jaguar!

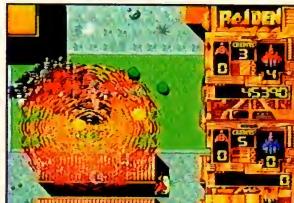
True to the coin-op in every way, you will not be able to tell the two apart! Raiden is a fast-paced shooter featuring mega-huge power-up weaponry, horrible Bosses that overwhelm you, and non-stop action.

Pilot your fighter deep behind enemy lines, and rack up as many kills as you possibly can, before your almost inevitable death. There are a lot of levels, and only the best of the best can possibly hope to survive.

As one of the first shooters for the Jaguar, you can see the potential of the system. This game is perfect for the players of the original coin-op. Raiden is a real challenge!



The aquatic forces will give you some good target practice.



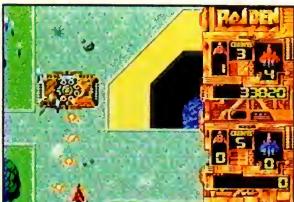
Use your smart bomb to wreak havoc on the enemy forces.



The enemy strongholds are heavily fortified with anti-aircraft weaponry.



Once you enter enemy airspace, there's no turning back. Prepare yourself.



Giant tanks like this one fire a number of barrages in your direction.



This Boss is an airship that launches everything but the kitchen sink.

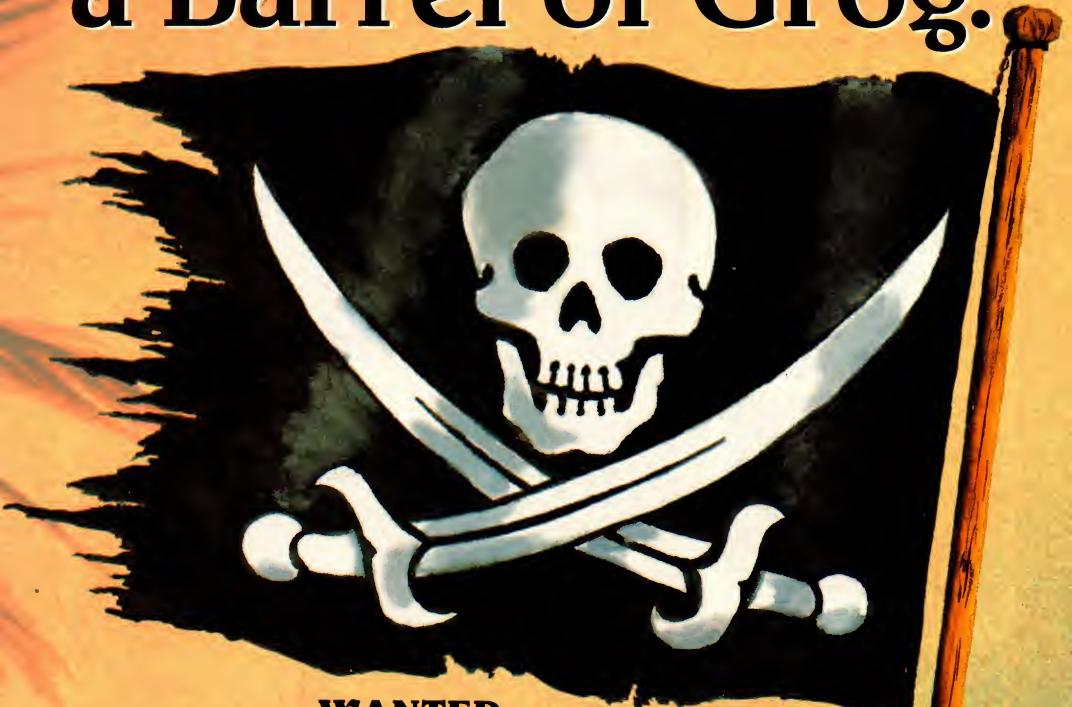


Not only will you get attacked from the air, but also from the ground!



Special ships will sometimes appear, giving a stream of power-ups.

# Yo-Ho-Ho and a Barrel of Grog.



## WANTED:

Bloodthirsty swashbuckler-wannabee for the ultimate in high seas adventure. Must be willing to lie, cheat, steal, swill Grog... and get shot from a cannon. Sense of humor a must!



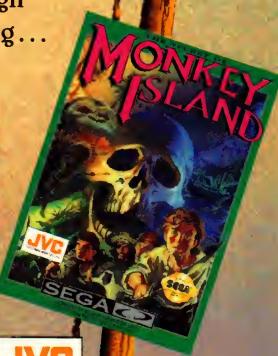
To reach Monkey Island, you'll have to swindle peg-legged pirates and blotto buccaneers—and gather clues to unlock the puzzles that await you.



Melee Island is filled with exciting pirate adventure—join the Fettuccini Bros. circus and earn your pieces of eight as a human cannon ball.



Along your quest to become the greatest pirate in history, you must find, gather—even steal—various items in order to reach the famed Monkey Island.



SEGA

JVC  
JVC MUSICAL INDUSTRIES INC.

# NEXT WAVE

Crystal Dynamics

## Total Eclipse

3DO

Shooter

The fury of Total Eclipse is almost here! Travel to the far reaches of the universe and engage aliens in lightning fast dog-fights. Power-up your weapon multiple times to really deal out death to the enemy.

Total Eclipse is an impressive display of the 3DO's power. The scaling is very smooth, and there is even a wave effect in the water and lava that scales and rotates! This should prove to be one of the more popular 3DO games. Are you ready to fight the battle of a lifetime? Be prepared!



The closing doors can be blasted open so you can fly through.



Fly too close to the floor and you'll kick up a dust storm!



Fly through this gate to get to the next area in the game.



Enemy hovercrafts launch anti-aircraft missiles at your ship.



Sentry towers launch plasma at you. Dodge them and retaliate.



Dodge the icebergs, or your shields will take a major hit.



When you do a hard turn, the entire screen rotates.

## SPECIAL WEAPONS



# STRATEGIC THINKING. KILLER INSTINCTS.



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and oufight the Dark Wing Lance. Pursue every lead.

Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great



SOMEONE! FEEL FREE TO DROP BY ANTE LIL CHARTER. RECENTLY RECEIVED THESE NAMES, RECOMMENDED FOR YOU. THEY USE MORE INFORMATION.

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

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**FAS9**  
CORPORATION

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# NEXT WAVE

TecMagik

## Cagey Capers

Genesis

Action



### SYLVESTER'S ANTICS!

The antics of Tweety and Sylvester hit your Genesis in a major way. You play as Sylvester, the famous cartoon cat who wants to dine on a Tweety bird dinner. You'll do anything to get it, even if you must risk life and limb.

You must chase Tweety through a number of levels, most using elements of the classic cartoons. Famous Warner Brothers characters will make cameos throughout the game. Some will help while others will attack you.

Cagey Capers is a great action game for the Genesis. The levels are colorful and large. There are lots of items to pick up and use, so strategy is involved. If you enjoyed the comedy of the classics, you'll laugh through the thrills of this cart.



Stack up furniture to reach the higher places where Tweety hides.



Your cute little son will point out Tweety's general direction.



### DOMESTIC DEVILS AREA 2



This is a pain of a train. Lots off pitfalls and enemies make this level tough.



Can that be a giant mouse? Or is it just a kangaroo behind that window?



Granny will bat you over the head to protect her cute little Tweety bird.



You only have nine lives. Lose these, and it's off to heaven you go!



Fight against other alley cats who want to make Tweety their dinner!



That bird is more than a meal! He's a real monster. Run away!



Aha! You have caught the delicious Tweety bird. Digest him quickly!

Taito

## Pyramid Patrol

### LaserActive

### Shooter

Sign up for a mission to explore the interior of the Great Pyramids. All is not as it seems, because some ancient evil grows deep within. You pilot a heavily armed ship through the narrow trap-filled corridors.

You will be blown away by the amazing graphics of this game.



Join your team in searching out the pyramids. There's safety in numbers.



Lasers shoot from the eyes of the statues. Be sure to blast them first.



Swinging pendulums will cleave your ship in two! What a way to go.



This chamber sure is big. What huge creature resides here?

Pioneer Electronic Corp.

## Vajra

### LaserActive

### Action

One of the first LaserActive games is called Vajra. Mechs have invaded the city, and you must engage them in a dizzying chase through the streets.

This game is a lot like Silpheed, in that you have no control of where you go, but the backgrounds are unbelievable sights to see.

This is a very impressive looking game, and for those of you who are contemplating buying a LaserActive, this would be one of the games to look forward to.



Shoot the mech's bullets and missiles, otherwise you'll be hit.



Blow the enemy apart piece-by-piece until it is destroyed.



The trek through the city is a mind-blowing battle to the death.

TAKE THE FINAL STEP...



# NEXT WAVE

MCA

## Jurassic Park

3DO

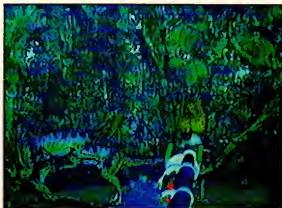
Action

Travel back to the thrills of Jurassic Park. Try to keep Jurassic Park under control, while all sorts of things go wrong. Deal with the dinosaurs who have escaped their exhibits. Vicious Velociraptors, terrible T-Rexes, and Brontosaurus behemoths can be found around the park. Some are carnivores, and they hunger for human meat. Others will not even notice you.

Do you have what it takes to get the park back under control? 3DO does JP like no other system! The hungry Raptors are waiting for you.



Once you enter the gates, the adventure begins. Can you survive?



The Dilophosaurs hide, camouflaged behind the foliage. Can you see them?



Use your taser gun to down the Dilophosaurs before they spit.

## Romance of the Three Kingdoms 3

Super NES

Simulation

Romance of the Three Kingdoms 3 takes place during the great upheaval in China's history. Three warlords, each fighting for the power to become Emperor, have gathered their forces. To many this means war, for others prosperity. You must assume the role of a lord in this time.

Use military action, or political finesse to get your goals accomplished. In the tradition of the Koei games before this one, you will find that this cart is so in-depth, you will actually learn something. Play in a fictional mode, or in a realistic simulation of what really happened.

This is a great simulation. To some it may seem boring, but give it a chance. You'll get hooked in no time to its intrigue.



Choose which lord you want to control. It really makes a difference.



Storm the enemy's strongholds, and take control of them.

Sega

## Prize Fighter

Sega CD

Sports

Take to the ring for some hard-hitting boxing action with Prize Fighter. This is the first live-action interactive sports video game with you taking on real boxers.

To help make this game, boxers had to throw out 3,000 different punches, making this one of the most realistic boxing games ever.

The use of interactive video is done well. If it weren't for it being black and white, you'd feel like you were really there. But then again, if you got hit really hard, you'd probably see this way, anyway! Prize Fighter is the next generation of Sega CD games, and it's an indication of what's to come.



Wouldn't you like to sock the referee with a quick left to the head?



Box with real opponents in the squared circle. A true test of might!



Your opponent's down on the mat. Right where he should be!

Pioneer Electronic Corp.

## I Will: the Story of London

LaserActive

Edutainment

I Will: the Story of London takes you on an interesting interactive getaway to England. Meet with many people, and travel to all the exotic spots. There might even be a mystery afoot that you must solve.

I Will has it all. Just one more great game in the LaserActive lineup.



I Will is one of the many games coming to the LaserActive.



Manage your money and gas, or you'll end up walking!



Digitized cinemas show you traveling to the many locales.



Nice pixels! The people you meet are digitized for the ultimate realism.

# NEXT WAVE

Pioneer Electronic Corp.

## Manhattan Requiem

LaserActive

Multimedia

If you are longing for danger, mystery and intrigue, look no further. Manhattan Requiem for the Laser Interactive offers an interactive mystery with real people and places.

Manhattan Requiem will have you searching throughout Manhattan for a killer, all the while piecing together clues to catch him. It's no easy task, because he's covered his tracks pretty well.

This is one of the best looking detective games to emerge in a long time. Check it out!



Are you prepared to do what it takes to catch a killer?



Travel through the busy streets in search of clues and witnesses.



Question everyone. There's no telling what info you might acquire.

## The Pink Panther stars in “PINK GOES TO HOLLYWOOD”

That clever scoundrel, the Pink Panther, is on the prowl, wreaking havoc on 12 exciting movie sets!

NEW FROM

TECMAGIK



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in-your-face,  
eyeball-to-eyeball,  
full-motion 3-D  
action like  
you've never  
experienced  
before.

# JURASSIC

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If the movie shook you, Jurassic Park  
for the Super NES will rip you apart.

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# VENTURE OF ALL TIME...



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore Island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

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# SPECIAL FEATURE!

# ACTIVISION

Activision's latest game lineup looks to be its coolest to date! There are more games than ever to choose from this year, with a good selection of action and puzzle carts! Everyone will find their niche in this way-cool bunch of hot Activision titles!

First on the agenda is Shanghai 2. This is a very tricky game of mind over computer. Loosely based on the ancient Oriental game of mahjongg, Shanghai 2 will have you screaming profanities at your TV set in no time! This game is very addictive! There are tons of different types of games for you to master (good luck!).

The second of Activision's new games is an action game known as X-Kaliber 2097. Set in the distant future, X-Kaliber 2097 follows the adventures of Slash and his partner Alix as they try to overthrow the evil mobster known simply as Raptor. Slash and Alix must make their way across Neo-New York to Raptor's hideout. Along the way, they encounter hordes of evil "Morphs". The "Morphs" are a bunch of creepy humans who mutate right before your eyes into horrible, disfigured beasts. Sounds like fun to me!!

Your only line of defense is the sword X-Kaliber, whose power and strength is legendary. It has the ability to slice through steel as well as Morphs. The Bosses are mean and quite tough, as are all of the levels that you must go through in order to get to Raptor. This is really "survival of the fittest".

The last game in Activision's new lineup is a gem called Baby T-Rex. Baby T. is a young Tyrannosaurus Rex who won't quit! He can pick up icons which give him all types of funny abilities such as breathing fire. He's also really good on a skateboard, as you'll probably notice soon after beginning the game. Great sound effects, animation and game play make Baby T-Rex a real hoot to play! But then again, how could you expect less from a company like Activision?

# Shanghai 2



Shanghai 2 contains many different kinds of mind-bending games to keep you busy.



Shanghai 2 looks to be this year's mind-bender cart. Stored within this cartridge are a myriad of brain-teasing games based on the Oriental game mahjongg.

All of the included games are very fun to play! Even gamers who are not partial to these types of games will instantly become hooked on Shanghai 2's ability to befuddle your senses. If you're in the mood to give your brain a workout, you have got to try Activision's Shanghai 2!



Use the handy password feature to access the various tournaments in the game.



Pull-down option menus work similarly to those used in most home computers.

# X-KALIBER

# 2097



Lots of mutated, horrifying Bosses await our heroes in this heavy-duty action cart.

Use your sword to protect yourself and destroy the monsters that come your way.

This chainsaw-wielding robot will corner you in the nightclub—avoid him at all cost!

## Baby T-Rex



Baby T-Rex gets himself into interesting predicaments! He needs your help!

Use the skateboard to whiz up and down the various hills and turns of the jungle.

Youch!! Keep a sharp eye on what's ahead because enemies hide everywhere!



Make way everybody, here comes little Baby T-Rex, Activision's newest hot-shot on the video game scene. Starring in his first primordial adventure, Baby T-Rex is probably the cutest little guy to come around in about a millennial!

creatures of the jungle just don't stand a chance!

This is not a game just for kids, though! The difficulty level is good, so that the more experienced gamers will find plenty of challenge. The quality of the graphics is also very high. The animations are a total riot, especially when Baby T. hits a wall on his skateboard! SPLAT!! Look for Baby T-Rex and give it a try! You'll laugh yourself silly!



This little king-of-the-lizards-to-be can pick up different icons to rejuvenate his life and which also enable him to breathe fire! He can also ride a skateboard like a possessed lizard! The bad



Kerrspat!!! Don't get careless in your hunt for the various icons that you can pick up.



In the year 2097, neo-New York is ruled by the vicious Raptor. Using an army of "Morphs", evil mutating henchmen, Raptor has succeeded in enslaving the citizens of this once-great city. Life has come to a standstill...

Slash and Alix are the last of the special forces who have not been corrupted by Raptor's influence. Your mission is to help Slash and Alix in their fight to overthrow Raptor's reign of terror. Your only weapon is the sword X-Kaliber which can slice through even the strongest steel like it was paper. Take on X-Kaliber 2097 if you're feeling especially bold. This cart is not for the weak!

# Now you're in...



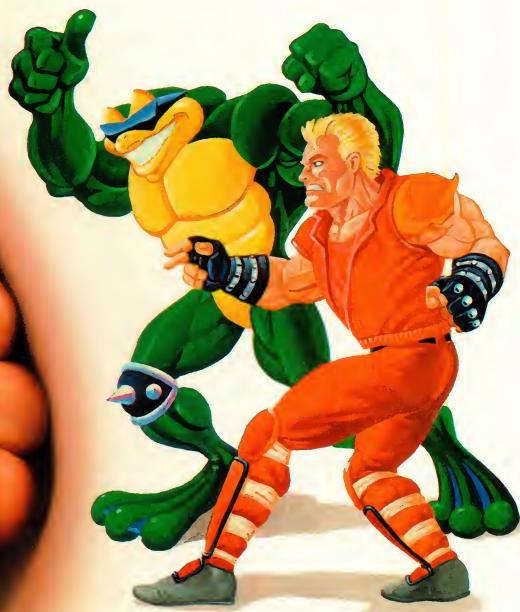
Two of your worst nightmares have joined forces  
to bust your butt and take over your world!

They're the ultimate dirtbags of baditude!...



Sometimes to even the score,  
you've got to double the odds.

# double trouble



But you've got the Battletoads and the Double Dragon dudes  
to even the sides and gang up on the goons.  
They're the ultimate team!

Available on NES™, Super NES™,  
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# SPECIAL FEATURE!

You might be saying to yourself "Man, there just aren't enough companies out there that are bringing over some of the more outstanding pieces of software for (insert your favorite video game system here)". Well, for your information, the people at Vic Tokai are listening to the gamers' wish lists of pros and cons!

With the introduction of their latest entry, Mazin Saga: Mutant Fighter, they are really starting to endeavor to not only bring over software from overseas, but to bring over the most interesting, intriguing and basically all-around different titles. Their first piece will be Socket, where you are an electrically powered duck with the ability to time travel.

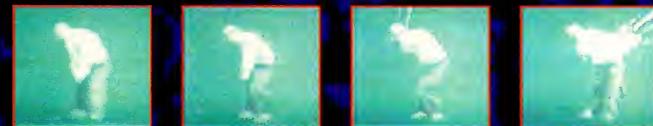
The second title they will bring over (by popular demand) to the much needed Sega CD category, is the Japanese title Mansion of Hidden Souls, where you are cast as a boy rummaging through a giant house of horrors, mystery and chilling cinematic style gothic fright! While most of the Sega CD titles offer the selection of Full-Motion Video screens, this one goes even further and gives you total control to move, turn and look at whatever you want.

Lastly is the Japanese title Septentrion. The American version will be released under the name of S.O.S. You are cast as an officer upon a luxury liner that has capsized and is sinking to the bottom of the sea. It is your duty to rescue the passengers and radio out for a rescue.

Porting over Japanese titles isn't all that Vic Tokai is doing. They are also now an official licensee of the Sega Game Gear! Their first entry is "Scratch Golf." It proves that you really don't have to be on the greens in order to have total realistic feel. The amount of detail is excellent, giving you all that you need to know about golf. Vic Tokai definitely has a promising future!



**VIC TOKAI INC.**



# Scratch Golf



Vic Tokai is really starting to branch out into other video game platforms! As a matter of fact, one of the first games—Scratch Golf—will be for the Sega Game Gear system. Just sick of not going with the boys to an outing on the links? Then grab your Game Gear for some real golfing excitement! Here, the statistics are displayed with immense detail. There are several different clubs to choose from—wood, metal and even other, more unusual choices. There are other statistic factors that enhance the game play

greatly, like wind direction and the particular wind velocity. There are also varying terrains on which to knock your ball around. These range anywhere from local ponds (that love to gulp your ball up), to sand traps where all you do is swing at the ball endlessly, as your frustration makes you start shouting (at the machine, not a little voice in the actual game itself!). There are plenty of options in this game to keep up the competition. If portable golf sounds like your ticket, then go for it!

# SOCKET

Not to be outdone by other companies producing mascot games, Vic Tokai is right up there with their baseball cap-wearing electric duck that runs as fast as lightning! Go through all kinds of levels that present themselves as gigantic threats to your existence. The levels are very large and extremely complex in layout and design, not to mention filled with bad guys that would like nothing more than a nice roast duck dinner! What are you to do?! Slip past those nasty enemies and take out the final Boss once and for all!

Socket offers crisp graphics that are very similar to Sonic the Hedgehog, not to mention that the speed is very comparable to that particular title as well! The colors are plentiful and as we have said before, the levels are gigantic and filled with all kinds of hidden surprises!





Now here's a title that is bound to set standards in the Sega CD format! Vic Tokai has purchased from Japan one of the most interesting and interactive FMV hybrids out there. *Mansion of Hidden Souls* casts you as a young boy searching through a haunted mansion for clues to help you find your sister who was last seen entering the seemingly deserted building! Don't think for a minute you are just operating a "highly sophisticated surveillance system" here—it is all too real! You press left to turn left, press right to turn right, forward to move forward and the like. No pull-down menus, except for your list of items to use. This one plays like *Wolfenstein 3-D*, except there are more dimensions and objects to go around, dodge and so forth. It is in essence a very diabolical and deviously puzzling, visual-type quest game. To help you along, there are a group of ghostly butterflies to offer assistance as you as you investigate the many rooms.

Your goal is to search through the mansion to find hidden items, like keys and secret doorways. The animation is seemingly flawless as you pan from side-to-side and the scrolling as you move is also top-notch—really giving you a sense of being in an actual house! These and other factors will make this game the sure-fire purchase of Sega CD owners!

# S.O.S.

Also  
picked up by

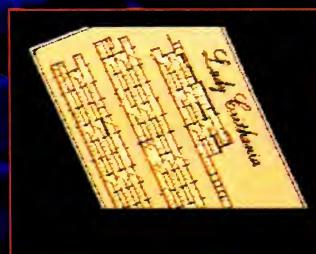
Vic Tokai

Another rather intriguing title that is reminiscent of Prince of Persia. Originally titled Septentrion, S.O.S. casts you as one of the crew members aboard the giant cruise ship, Britannia. As you are mindlessly doing your job, a warning is issued to the cruise liner to go to bay and not to press on in their present course. Unfortunately, the captain of the ship does not comply with the orders and shoves onward anyway. Due to the carelessness of the captain, the ship is overturned by a Tsunami, causing many people to lose their lives as they are mercilessly tossed about the ship's hallways and rooms. You somehow manage to survive the capsizing, and now must try to radio out for help and get all the crew and passengers together so that they can be rescued. There are many other dangers that you have to face, like falling from dizzying heights to the floor, er... the ceiling in this case. Also, many people will be suffering from shock—and may react negatively to your immediate presence and concern for their safety. Well, that does it for the story, so now it's on to the play mechanics behind this unique title!

The levels are extremely unique—with a whole ship completely overturned, so the doors are up toward the ceiling and stairs are very hard to climb when you are under them.

Sometimes, the whole ship may rock to and fro, using rotation features of the Super NES. But just in case your bearings get seriously screwed up—you have a map that you can select to see just where the heck you are heading.

You are capable of flipping the map upside down, 45 degrees on an angle and even zoom in onto different areas to see what lies ahead of you. The way to read this map is that basically there is a marker for you and there is a funny little red light symbolizing the destination or goal that you are trying to obtain. Along the way, passengers will be screaming in terror and you must reassure them that everything is under control, all while jumping gaps in the floors and climbing shafts and avoiding getting flooded in by a sudden pressure burst of water from outside. Many other perils will come your way as you traverse the reverse of this giant luxury liner. This is definitely one of the most original titles around and should really provide for those players looking for a little diversity.



# THERE'S A SECRET INSIDE EVERY BOX.

The word is out on the *Secret of Mana*, a new action adventure game from Squaresoft. Just ask those who have played.

16 Megs of action, story, graphics, weapons and more, including: Eight levels of weapons and eight levels of spells  
• Bigger characters and better animation • More bosses and enemies to wage battle against • Extensive use of sophisticated modes and special effects, including smooth, seamless flight animation • Long game play • Simultaneous 3-player capability • Player's strategy manual and map • Battery back-up that saves up to four different games. All of which adds up to an exciting new playing experience.

So what are you waiting for? Uncover the Secret today.



**SQUARESOFT**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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Summon your dragon and fly from one exotic land to the next in search of clues for Mana.



Wage battles with monsters and mutants. Win and you can absorb their powers. Lose and part of your lifeforce is drained away.



Journey to colorful villages where you can buy special foods to restore your powers, or secret potions to overcome black magic.



A special rotary select feature lets you easily choose from among different weapons, tools or treasures.

UNCOVER THE

MANA, THE WORLD'S LIFE FORCE

HAS BEEN SCATTERED TO THE

SECRET

FOUR WINDS. ONE WARRIOR MUST

of

UNDERTAKE A DANGEROUS JOUR-

# MANA

NEW TO RECAPTURE THE POWER

FUL FORCE AND MAKE MANA

WHOLE OR THE WORLD AS WE

KNOW IT WILL CEASE TO EXIST.

EVIL IN ITS BLACKEST FORM HAS

BEEN RELEASED UNTO THE WORLD.

AND THERE IS ONLY ONE WAY

TO RESTORE PERFECT ORDER.

# WAYNE'S WORLD



**PARTY ON!  
AND WIN  
EXCELLENT  
PRIZES!**

**-GRAND PRIZE-**  
AN OFFICIAL "WAYNE'S WORLD 2"

**FENDER  
STRATOCASTER**  
SIGNED BY MIKE MYERS  
AND DANA CARVEY

**-5 FIRST PRIZES-**  
"WAYNE'S WORLD 2"

**"PARTY-ON" PACK**  
WITH A T-SHIRT, CAP AND  
OTHER EXCELLENT STUFF

**HURLING AT YOU DECEMBER 10**

- 1) NAME THE THRIVING METROPOLIS WAYNE & GARTH CALL HOME.
- 2) WHAT DO WAYNE & GARTH CALL THEIR CAR?
- 3) WHAT IS WAYNE & GARTH'S FAVORITE SPORT?
- 4) WHO DOES WAYNE LIVE WITH?

**ELECTRONIC  
GAMING  
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**ENTER BY MAILING A HAND PRINTED POSTCARD WITH CORRECT ANSWERS TO THE TRIVIA QUESTIONS ABOVE TO:**

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No Purchase Necessary. Contest ends and entries must be received by January 31, 1994. For complete contest rules call "toll-free" 1-800-944-4273. Employees and their immediate families of Paramount Pictures, Electronic Gaming Magazine, Hero Magazine or other participating promotional partners and their respective parents, affiliates, subsidiaries or agencies are ineligible to participate in this contest. Contest is void where prohibited by law.

**SPECIAL  
FEATURE!**

**SUPER**

# Adventure Island 2



The upcoming lineup from Hudson Soft looks to be their best ever. The first game, Super Adventure Island 2, is the latest in a long line of games in the Adventure Island series. Super Adventure Island 2 is different in that this time around the game has some elements of an RPG. You are now provided with a map of worlds to explore. You also receive instructions from various sources throughout the course of the game.

The rest of the game stays faithful to its Adventure Island roots. Master Higgins returns in his role of the hero to bash his enemies with a variety of weapons, potions and power-ups. The levels are long and challenging, plus include some of the coolest Bosses ever seen on the island!

Super Adventure Island 2 also sports improved graphics and sounds. Both of these factors figure prominently in the cart's improved game play.

Hudson Soft's new lineup will undoubtedly be their greatest ever!



Improved graphics and even better game play than the first make this one hot cart!



Try to find the treasure chests which contain weapons and other useful items.



Within his arsenal, Master Higgins has a powerful punch which will kill enemies.



The levels of Super Adventure Island 2 range from tropical forests to ice caves.



Based on the huge success of Disney's movie of the same name, Hudson Soft's *Beauty and the Beast* will obviously be nothing less than spectacular! This beautifully animated cart highlights some of the truly great features that you would expect from such a great movie.

You play the part of the Beast as you make your way through the various levels in order to find your lady. Along the way, you encounter many of the whimsical characters straight from the movie! Cool! The enemies are as numerous as the levels of play! This one will definitely keep you going for hours!

If you enjoyed the movie, you'll love the game! Hudson Soft has really outdone themselves this time—check it out!

# *Beauty and the Beast*



The Beast has a variety of cool abilities, like climbing over certain obstacles.



The gothic settings and rich animations make this cart look more like the movie.



## *AN AMERICAN TAIL: FIEVEL GOES WEST*

That spunky little mouse, Fievel, is in trouble up to his tiny snout once again, *An American Tail: Fievel Goes West* will definitely bring out the little kid in you!

The action is literally *non-stop* (and I do mean non-stop!) in this jumpin', runnin', and gunnin' extravaganza! Too much fun you say? But wait, there's more!

Fievel has his handy popgun ready to dispatch any and all enemies that get in his way! He can grab power-ups like a squirt gun, as well as 1-Ups and other life-giving items.

The graphics are very detailed and quite excellent. Once again, Hudson Soft has made a video game which looks more like a cartoon than a game!

*An American Tail: Fievel Goes West* will appeal to a broad spectrum of gamers. Even the more experienced gamers will be able to play without being unchallenged! Young and old alike will enjoy this cart!



Fievel can use his trusty popgun to reveal tons of power-ups and 1-Ups.



Be careful on and around the barrels, some of them contain little surprises!



Fievel encounters many tough hombres in his latest western adventure!

# POWER LEAGUE

Go to the ball game without ever leaving your house with Hudson Soft's Power League! This is probably one of the most complete baseball carts ever made!

The options alone are enough to give pause. You can play four different types of games including Pennant, All-Star, Match and Home Run. In the Home Run Mode, you can compete for the most home runs within a certain amount of pitches. In All-Star, you get to play as the cream of the baseball crop. Pennant is a race for the title as you play a round of games.

The game play is very good with the players being easy to control. The computer is tough to beat, so you'll never really run out of a good challenge. As for the graphics, they're the best we've seen in a baseball cart in a long time!

Pick up the bat and step up to the plate with Hudson Soft's awesome new Power League! Batter up, baby!



The computer pitchers are extremely tricky. Keep your eyes on the ball!



Grab some of your friends for a game of ball. You can select different variations.



Choose from four or more game types including a cool home run contest.



The overhead view of the game allows you to keep close tabs on all of the action.



Two-on-two beach volleyball will really test your skills. Set the ball for a good spike!



In the Regular Court Mode, you can pick different teams from all over the world.



Learning to serve the ball correctly can be the difference between a win and a loss!

## Dig and Spike Volleyball

If you ever played beach volleyball, team volleyball or even if you just love watching volleyball, you'll go nuts for Dig and Spike Volleyball.

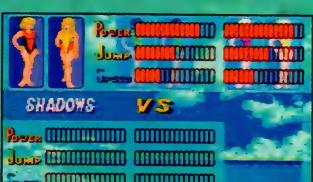
You can play on two surfaces: court and beach. Each of these has four variations including: player vs. computer, player vs. player, training and World Cup. Each of these offers something unique!

Beach volleyball is played with two players on each side. Each team has its own set of various abilities. Court volleyball can be played like regulation volleyball, depending on which options you choose.

Go for the spike and attack the net with Dig and Spike Volleyball from the folks at Hudson Soft. Side out!



There are two Modes of play, each of which has four separate playing options!



For beach volleyball, you can select different teams with different strengths.



**THERE'S ONLY  
ONE WAY  
TO DESCRIBE  
FIFA  
INTERNATIONAL  
SOCCER.**



**HANDS DOWN**



You get all the moves of the international greats. Like a sliding tackle so real, it'll knock you off your feet.

sports video games to capture the number one sport in the world.

FIFA International Soccer from EA SPORTS. It's Italy attacking Brazil. A perfectly executed bicycle kick

by Germany. A header just past the goalie's reach and into the net by England.



Choose from all the classic formations. Stack your 5-3-2 line-up with a frontline of Brazilian speedsters. Then blow by the other team.

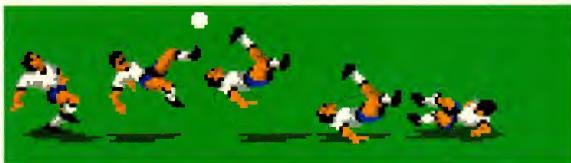
### '94 GAME HIGHLIGHTS

- EXCLUSIVE FIFA LICENSE**
- 2000+ ANIMATIONS**
- 48 INTERNATIONAL TEAMS**
- 1ST 16-MEG SOCCER GAME**
- 4 WAY PLAY™ SUPPORT**
- DIGITIZED CROWD CHANTS**

# WIN THE BEST.



It's the most animation yet in a sports game. So every corner kick, every sliding tackle, every move is picture-perfect. Plus you get the strategy, the plays, the screaming, chanting fans right out of the stadium.



With over 2000 frames of animation, you can pull off a picture-perfect bicycle kick right in front of the mouth of the goal.

It's you against the goalie. The international titans on the line. And the crowd's a wild, chanting mob. Can you conquer the world?

Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And get the world's best soccer game, hands down.

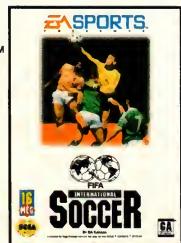


If your keeper can swallow up every attack on goal, you might just taste victory in the international tournament.

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**EA SPORTS™**

If it's in the game, it's in the game.™





Use your head and you might just score on that crossing play.

“...the most realistic soccer game to date.”

—EGM



Use a corner kick to mount an all-out attack. Flood their defense with your men, then launch a kick that your striker can push past their lunging goalie.



Up/Down Select  
Left/Right Adjust Range

Design your plan of attack by deciding how you want your players to cover the field. Pull your fullbacks up, send your halfbacks downfield, or position your striker right in the goalie's face.

“What it did for football with Madden NFL® '94, EA SPORTS has done for soccer...”

—Game Pro



Spearhead an offensive surge with a diving header. Leave your feet and bring the crowd to its feet.

“...a sure bet to win the video game World Cup in '93.”

—Die Hard Game Fan



4 Way Play™ kicks tournament action into high gear with 3 on 1, 2 on 2, or 4 on the computer action.

**EA SPORTS™**

If it's in the game, it's in the game.™

# WHAT'S UP <sup>at</sup> DOC'S

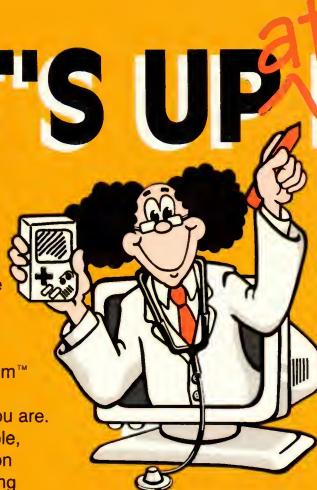
## Fix-A-Game™ Cleaning Kit

Your video game hardware and software can be kept in top playing condition with Doc's® Fix-A-Game™ cleaning kits.

The unique combination of individually calibrated tools, 3M™ Imperial Polishing Film™ and Doc's Ultra 2000™ cleaning solution guarantees a game system ready when you are.

Only Doc's uses non-toxic, non-flammable, non-filming Ultra 2000™ instead of common rubbing alcohol to ensure complete cleaning combined with complete safety.

And only Doc's cleans all of your systems with one purchase. So, if you have blank, scrambled or flashing screens or just want preventative maintenance, Doc's Fix-A-Game™ is for you.



## It's a Doc's Double Play



for the Game Boy® from Nintendo®

## DOC'S Hi Tech.

Look for these fine products at a Video entertainment dealer near you.

Is your Game Boy® hard to play in low light...and a battery hog at that? There is a better way!! Doc's Rechargeable Battery Pack gives you 10 hours of play, can be recharged over 500 times and is ready to go after an overnight recharge. It fits right into the battery case with no extra bulk or cables.

Still hard to see? Add Doc's Light/Magnifier. Lots of light from 2 replaceable bulbs (we give you spares) and 150% magnification of the screen. And only Doc's Light/Magnifier can be powered by the Doc's Rechargeable Battery Pack or AC Adapter to save batteries one more time.

## Doc's has you wired... better yet, wireless.

New Wireless Remote Controllers with Expert Mode and Slo Mo for SNES.®

Wires, wires, wires! Now go wireless with the first remote controllers for the SNES® that really work! Instant response, incredible range, slow motion and amazing beam width makes sure your actions get the right reactions.

On top of that, you get 2 user simultaneous play, battery strength compensation and auto-shutoff. The sleek design fits right into your hands. Place the receiver by your TV and put your game system away. Each controller provides 40 hours of play on a pair of "AA" batteries.



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# SPECIAL FEATURE!

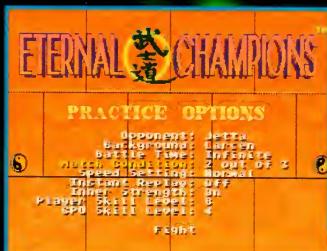
YOU ARE THE CHAMPIONS!

Only from EGM comes a 12-page guide on all the characters, all the moves, all the stats and tons of strategy. Get set for a fighting game that uses brains and brawn as you try to claim the title of Eternal Champion! Only one out of the nine dead warriors will be resurrected to claim the title and change history for the better.



## ETERNAL

# CHAMPIONS



More options than any other fighting game makes this a totally configurational fighting cart. In a one-player practice match, select your enemy, the background stage and even the skill level. In Two-Player Modes you can select game speed, fighting time, amount of rounds, inner strength and much more.

## OPTIONS GALORE AND MORE!

Select your enemy and background to practice against opponents.



Three Modes of instant replay give more control than sports games.



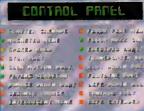
Take on a friend and turn off the special or inner strength to even the odds.



Play through your favorite scenes: auto, manual or high-lights.

## 1-PLAYER

### BATTLE ROOM



Choose from 18 options for a real challenge.



### TRAINING MODES



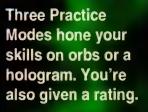
#### DEXTERITY



#### PRACTICE



#### HOLOGRAM



Three Practice Modes hone your skills on orbs or a hologram. You're also given a rating.

## ETERNAL CHAMPIONS™

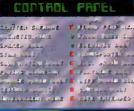
### MAIN MENU

ONE PLAYER  
TWO PLAYERS  
TOURNAMENT MODE  
STORY MODE OR CHALLENGE

Sure there are One- and Two-Player Modes, but that's only the beginning. More ways to play with more fighting options make this 24-Meg game a powerhouse!

## 2-PLAYER

### BATTLE ROOM



Two-player action with a twist. More mayhem!



### INFORMATION



#### ETERNAL CHAMPIONS



The story is given in complete detail.

Full bios and character stories are available.



### TOURNAMENT

A complete tournament with stats and progress shown along the way.



## A NEW LEVEL OF STRATEGY

### POWER OF A WORD

Don't underestimate the power of a good insult. All moves require inner strength (shown as the yin/yang symbol next to a player's energy bar). To perform special moves requires a certain amount of inner strength, proportional to the damage it does. The key is that an insult move drains your foes' inner strength.

This adds a whole new dimension to fighting games, since it uses more strategy and not merely quick reflexes and brute strength. This is great to even out characters with very powerful moves.



### CHARGE IT!

All special moves are either charge moves or button combinations. No more instant Dragon Punches or Fireball Motions. This forced charge adds a level of difficulty and timing. To add to the complexity, the charge time is cumulative, so you can charge for approximately 10 seconds, walk forward for 8, and still perform a 2 second charge back move. Because of the importance of charging, be sure to charge at all times including crouched and in the air.



### DEFENSE=OFFENSE

Unlike many other fighting games, Eternal Champions fully uses defensive moves.



Some of the defensive moves, like Slash's Bat Back and Laren's Reflect Back, actually ricochet the projectile

back against their foes. Even the many fields of Trident can be used to defensively cause a player to harm themselves or put them in a bad position. Initially, these new types of moves will take a bit of getting used to, but they will surely make for interesting matches. Sometime the best offense is a defense.



# KEEP IN CONTROL

## MOVEMENT ABBREVIATIONS

F-FORWARD

CB-Charge Back for time shown

CD-Charge Down for time shown

“,”-Perform in sequence

“+”-Perform simultaneously



Here are the button names as defined in the game. They are used in the moves section, but shortened to their button name for the combos in order to conserve space. Three button controllers use start to toggle from top and bottom rows.



One of the first games to fully take advantage of the Activator, E.C. is pushing the controller edge. The grey center represents the actual Activator; the projected square areas represent the direction and height. The black number areas are high movements while the lighter areas indicate a low movement. Low and high movement generally indicate foot (low) or hand (high).

## ONE SHOT AT THE TOP

After you defeat the eighth character, you don't have to worry about a mirror match, but you should really worry about how to defeat the Eternal Champion. This guy has only a few power moves, but they are very deadly and can be executed at will. To harden the odds, you only have one match to defeat him. There are no continues or second chances. If he wins, you lose for good!

Learn to avoid his Explosion Attack and run from his Invincibility Phasing. He can be beaten if you keep attacking and time your moves well. Don't give him a chance to recoup or back off to use his special moves.



Each character has a unique ending, but all end up the same if they fail. You get one shot!



When he's low on energy, he'll back off. Wait for him to explode five Energy Balls. Jump on the bottom one!



If he gets desperate, he will start to flash. This means he's invincible. Run! Don't try to fight or you'll just get thrown.

Keep attacking, but watch out for his deadly Uppercut punch.



## STUN BEAM

### TRACKING BLADE



15% DAMAGE

CB,F+STRAIGHT+LUNGE



0% DAMAGE

CB, F + SWING

### WILD FURY ATTACK



20% DAMAGE

SNAP+THRUST+WHEEL

### PROJECTILE FIELD



0% DAMAGE

SNAP+THRUST



### PERSONAL SHIELD



0% DAMAGE

STRAIGHT+LUNGE+SWING

### BACKFIRE



0% DAMAGE

SNAP+WHEEL

### POWER DRAIN



0% DAMAGE

CB,F+WHEEL

### INSULT: LOSER!



0% DAMAGE

STRAIGHT+SWING

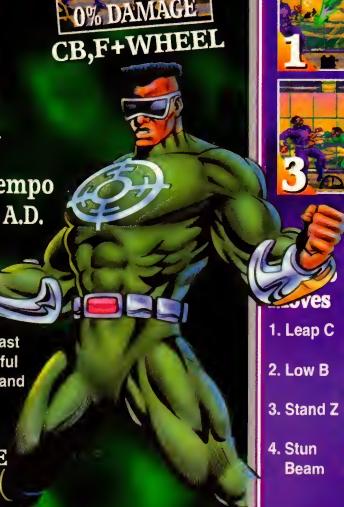
### FIGHTING STYLE: Kempo

TIME PERIOD: 2060 A.D.

### OCCUPATION:

Bounty Hunter

He was a cop with a bad temper that led him to be dismissed to hush up a scandal. He then took up bounty hunting in Syna. His last assignment was to apprehend a vial containing a powerful virus. He confronted the scientist, but the Feds fouled up and the virus got free.

**2 SPEED****4 ENDURANCE****5 POWER****3 RECOVERY****3 DEFENSE****4 EQUILIBRIUM****BLADE**

## Combo Moves

1. Tracking Blade

2. Leap C

3. Close Z

4. Stand Z

1. Leap A

2. Low X

3. Wild Fury

## Combo Moves

## Combo Moves

1. Leap C

2. Low B

3. Wild Fury

4. Stun Beam

## Combo Moves

1. Leap C

2. Low B

3. Stand Z

4. Stun Beam

**KILLER COMBO TECHNIQUES**

# KILLER COMBO TECHNIQUES



## Combo Moves



## Combo Moves



## Combo Moves

### Combo Moves



# JETTA

- 5 SPEED
- 2 ENDURANCE
- 4 POWER
- 3 RECOVERY
- 4 DEFENSE
- 3 EQUILIBRIUM

### CHARACTER STATS.

**FIGHTING STYLE:** Savate

**TIME PERIOD:** 1899 A.D.

**OCCUPATION:** Circus Acrobat

She was always a rebel whose talents landed her in an international circus. She travelled around the world and got caught up in the Boxer Rebellion when she visited China. Spurred by compassion, she tried to prevent military actions, but became a victim of sabotage.

### BLADEARANG



10% DAMAGE

CB2, F + LUNGE

### FLYING CHOKE HOLD



15% DAMAGE

CB2, F + SWING



0% DAMAGE

CD3, UP + LUNGE

### PHASE



0% DAMAGE

STRAIGHT+LUNGE+SWING

### DEATH DIVE



20% DAMAGE

SNAP+THRUST+WHEEL



1)Phase 2)Ricochet 3)Jump

Right 4)Pause 5)Death Dive

6)Pause 7)Jump Left 8)Snap

Kick 9)Bladearang

10)Flying Choke 11)Walk

Right 12)Crouch Right

13)Insult 14)Crouch Left

15)Walk Left 16)Ceiling Grab

Combos: Resonate=3+7

Corkscrew (L or R)=1+8 or 1+2

### INSULT: PIG



0% DAMAGE

STRAIGHT +SWING

### RESONATE



0% DAMAGE

SNAP+WHEEL

## SAI THROW

**LONG DIST. SWEEP**



CB2, F + SWING

CB2, F + LUNGE

11% DAMAGE

**HAMMER FIST**



STRAIGHT + LUNGE + SWING

17% DAMAGE

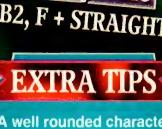
**AIR SWEEP**



SNAP+WHEEL



REFLECT PROJECTILE



CB2, F + STRAIGHT

EXTRA TIPS

A well rounded character. He can be played defensively or offensively. His Backflip Kick is a great aerial counter. If cornered, use the Power Sweep to escape. He's great with combos.

expert thief under his boss, Mr. Tagalini. He did have morals, though and refused to kill. His last job was a delivery that turned out to be a bomb. He changed his mind too late, and the explosion killed the target and Larcen as well.



1) Reflect Projectile 2) Power Sweep 3) Jump Right 4) Pause  
5) Crouch Down 6) Pause 7) Jump Left 8) Air Sweep  
9) Sia Throw 10) Hammer Fist 11) Walk Right 12) Crouch Right 13) Insult 14) Crouch Left 15) Walk Left 16) Long dist. Sweep Combinations:  
Ceiling Crawl=3+7 Flip Kick=1+8

**INSULT: PUNK!**



0% DAMAGE

STRAIGHT + SWING

**FIGHTING STYLE:** Mantis

**TIME PERIOD:** 1920 A.D.

**OCCUPATION:** Cat Burglar

Born in an era of crime bosses, he became an

expert thief under his boss, Mr. Tagalini. He did have morals, though and refused to kill. His last job was a delivery that turned out to be a bomb. He changed his mind too late, and the explosion killed the target and Larcen as well.

**2 SPEED**

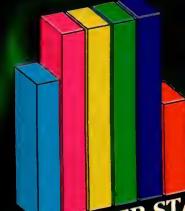
**4 ENDURANCE**

**3 POWER**

**3 RECOVERY**

**3 DEFENSE**

**4 EQUILIBRIUM**



# LARCEN



**1**



**2**



**3**



**4**

**Combo Moves**

1. Leap B

2. Low B

3. Backflip Kick

4. Sai Throw



**1**

**2**

1. Leap B

2. Low B

3. Hammer Fist

**Combo Moves**



**1**

**2**

1. Leap B

2. Close Z

3. Air Sweep

**Combo Moves**



**1**

**2**

1. Leap B

2. Low B

3. Stand B

4. Stand Z



**3**

**4**

1. Leap B

2. Low B

3. Stand B

4. Stand Z

**KILLER COMBO TECHNIQUES**

# KILLER COMBO TECHNIQUES

## Combo Moves

1. Leap A
  2. Close Y
  3. Low B
  4. Wall Smash
- 



## Combo Moves



## Combo Moves

## Combo Moves

1. Leap A
  2. Low X
  3. Low C
  4. Mist Attack
- 



## EXTRA TIPS

A terror with high speed combinations, he's dangerous up close. Use a Leaping A and a Stomach Punch or Life Drain for a comeback. Wall Smashes are great for closing distance.

**FIGHTING STYLE:** Jeet Kune Do

**TIME PERIOD:** 1967 A.D.

**OCCUPATION:** Bio-Chemist

The best in his field, he created a virus to end the Vietnam Conflict. After he found out its use, he stole back the formula and fled to London. In a bizarre accident, he fell in a vat of the virus mix and turned into a vampire. He searched for a cure, but was killed—vampire style.

## CEILING RAM



8% DAMAGE

CD1.5, UP + WHEEL

## OVERHEAD SMASH



18% DAMAGE

F+SNAP+THRUST+WHEEL

## WALL SMASH



13% DAMAGE

CB2, F + SWING

## LIFE DRAIN



F+STRAIGHT+LUNGE+SWING

## DISPEL



SNAP+THRUST+WHEEL

## BEDAZZLE



0% DAMAGE

STRAIGHT+LUNGE+SWING

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

9)Ceiling Ram 10)Wall Smash

11)Walk Right 12)Crouch

Right 13)Insult 14)Crouch

Left 15)Walk Left

16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

9)Ceiling Ram 10)Wall Smash

11)Walk Right 12)Crouch

Right 13)Insult 14)Crouch

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5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

9)Ceiling Ram 10)Wall Smash

11)Walk Right 12)Crouch

Right 13)Insult 14)Crouch

Left 15)Walk Left

16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

9)Ceiling Ram 10)Wall Smash

11)Walk Right 12)Crouch

Right 13)Insult 14)Crouch

Left 15)Walk Left

16)Overhead Smash

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16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

9)Ceiling Ram 10)Wall Smash

11)Walk Right 12)Crouch

Right 13)Insult 14)Crouch

Left 15)Walk Left

16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

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Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

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5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

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Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

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16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

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5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

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Left 15)Walk Left

16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

5)Crouch Down 6)Pause

7)Jump Left 8)Dispel

9)Ceiling Ram 10)Wall Smash

11)Walk Right 12)Crouch

Right 13)Insult 14)Crouch

Left 15)Walk Left

16)Overhead Smash

Combinations: Life Drain=3+7

1)Mist Attack 2)Bedazzle

3)Jump Right 4)Pause

## CYBER PUNCH

### TURBINE



10% DAMAGE

CB2, F + SNAP

16% DAMAGE

STRAIGHT+LUNGE+SWING

### JET KNEE



15% DAMAGE

CB2, F + WHEEL

### CYBER KICK



18% DAMAGE

SNAP+LUNGE+WHEEL

### EXTRA TIPS

His offense is his strong point. Use the Turbine to escape attacks and avoid getting cornered. His attacks are powerful so keep pounding opponents with Overloads and Jet Knee attacks.

FIGHTING STYLE: Muay Thai  
TIME PERIOD: 2345 A.D.  
OCCUPATION: Cyber-Fighter

Rax was born into a time when cyborgs were replacing humans as the top fighters. He didn't have time to become the human champ, plus human fighting was dwindling in popularity. So, he underwent the painful surgery necessary to become a cyborg. During the championship fight, he was betrayed and "shut down" before he won.

#### 3 SPEED

#### 5 ENDURANCE

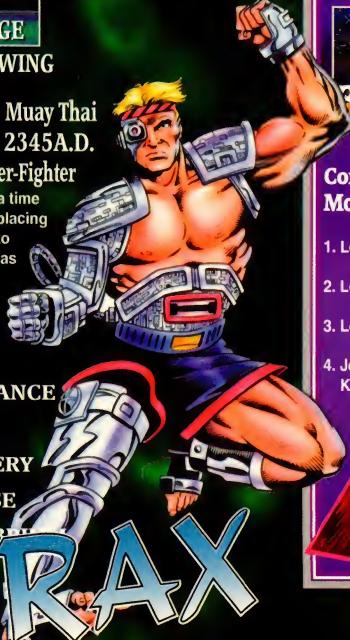
#### 4 POWER

#### 3 RECOVERY

#### 2 DEFENSE

#### 4 EQUILIBRIUM

CHARACTER STATS.



**RAX**

### AIR JETS



0% DAMAGE

CD2, UP + THRUST



### LOCK AND LOAD



10% DAMAGE

SNAP + THRUST

### OVERLOAD



20% DAMAGE

SNAP + WHEEL

### INSULT: WIMP!



0% DAMAGE

STRAIGHT + SWING



### Combo Moves



### Combo Moves



### Combo Moves



**KILLER COMBO TECHNIQUES**

# KILLER COMBO TECHNIQUES



## Combo Moves

### Combo Moves

1. Leap B



2. Low Z



3. Close B



4. Ninja Star



### Combo Moves

1. Leap B



2. Stand B



3. Angle Kick



4. Slide



## Combo Moves



- 4 SPEED**
- 3 ENDURANCE**
- 3 POWER**
- 2 RECOVERY**
- 5 DEFENSE**
- 4 EQUILIBRIUM**

## EXTRA TIPS

Start each match with the Shadow Mode, it is invincible and can't be prevented at the start. Play her as a hit and run character using a jumping A to attack. If cornered, try the Smoke Screen.

**FIGHTING STYLE:** Ninjutsu  
**TIME PERIOD:** 1993 A.D.

**OCCUPATION:** Corporate Assassin

A top-notch killer for the Black Orchid Corp. It wasn't until she questioned what would happen if she failed, that she realized she would be killed. From this, she senses her own mortality and was about to blow the whistle, but was pushed off the top of the building.

## HIGH ANGLE KICK



CB2, F + THRUST

## SMOKE SCREEN



STRAIGHT+LUNGE+SWING

## FLYING MINE



CD2, F + SWING

## TWIRLING FAN



CB2, F + WHEEL

## NINJA WEAPON



CB2, F + LUNGE



1)High Angle Kick 2)Flying Step 3)Jump Right 4)Pause  
5)Crouch Down 6)Pause  
7)Jump Left 8)Twirling Fan  
9)Ninja Weapon 10)Smoke Screen 11)Walk Right  
12)Crouch Right 13)Insult  
14)Crouch Left 15)Walk Left  
16)Flying Mine

Combinations: Shadow Mode=3+7

## INSULT: COWARD!



STRAIGHT + SWING

## SHADOW MODE



SNAP+THRUST+WHEEL

## DE-CLAW

### BATTER-UP



UP TO 18%  
STRAIGHT+LUNGE+SWING



### POWER THUD



0% DAMAGE  
LUNGE + SWING

### EXTRA TIPS

The range and power of his club grants him respect. Bat them away from afar, but in close go for the Spinal Crush. Knock a foe down and instantly do a Power Thud to make them dizzy.



CB2, F + SWING

12% DAMAGE

### BAT PROJECTILE



0% DAMAGE  
STRAIGHT + LUNGE

16 9 1 10

7 3 11 ACTIVATOR

14 6 5 4 12

13

- 1) Double Kick
- 2) Running H.B.
- 3) Jump Right
- 4) Pause
- 5) Crouch Down
- 6) Pause
- 7) Jump Left
- 8) Power Thud
- 9) De-Claw
- 10) Bat Projectile
- 11) Walk Right
- 12) Crouch Right
- 13) Insult
- 14) Crouch Left
- 15) Walk Left
- 16) Batter Up Combinations: Spinal Crush=3+7

### INSULT: BUM!



0% DAMAGE  
STRAIGHT + SWING

### STYLE: Pain

TIME PERIOD: 699 B.C.

OCCUPATION: Early Man Hunter

The greatest fighter of his time, he owed it all to his advanced intelligence. Unfortunately, it was his advanced thinking that got him into trouble. He often spoke out against the elders and was hated for his rival ideals. It was at a clan meeting that he was stoned to death for speaking out against the clan in public.

### 3 SPEED

### 4 ENDURANCE

### 5 POWER

### 4 RECOVERY

### 2 DEFENSE

### 3 EQUILIBRIUM

### RUNNING HEAD BUTT



15% DAMAGE  
CB2, F + WHEEL

### DOUBLE FOOT KICK



14% DAMAGE  
SNAP + WHEEL



1



2



3



4

### Combo Moves

1. Leap C

2. Close B

3. Stand Z

4. Run Head Butt



1



2

1. Leap Z

2. Double Kick

3. Stand Z

4

### Combo Moves

### Combo Moves



1



2

1. Leap Z

2. Low B

3. Low C

4. De-Claw



3



4

### Combo Moves



1



2

1. Leap C

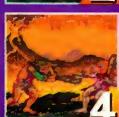
2. Batter Up

3. Close C

4. Stand Z



3



4

### KILLER COMBO TECHNIQUES



SLASH

# KILLER COMBO TECHNIQUES



## Combo Moves



## Combo Moves



## Combo Moves



## Combo Moves



### EXTRA TIPS

One of the fate characters, he also has range. Use the Bio-Stun Field at the start of a match and if need be, throw your foe. When in close or after a combo use the Spinning Trident to do damage fast.

**FIGHTING STYLE:** Capoeria

**TIME PERIOD:** 110 B.C.

**OCCUPATION:** Gladiator

Thusly named for the trident that replaced his hand. His people of Atlantis were in constant dispute with

the Romans. To settle their feud, a fight was held to determine who stayed and who left to the watery depths. Trident was tricked and lost the fight, leaving his people to the waters.

### SPINNING TRIDENT



STRAIGHT+LUNGE+SWING

### PLASMA BOLT



CB2, F + SWING

### BIO-STUN FIELD



SNAP + THRUST



### REPULSER FIELD



THRUST + WHEEL

### DEPTH CHARGE FIELD



STRAIGHT + LUNGE

### SLIDING TRIDENT



CB2, F + LUNGE

### LIQUID MODE



SNAP+THRUST+WHEEL

### INSULT: FREAK!



STRAIGHT + SWING

## DRAGON TRAP

### MIDAS TOUCH



CB2, F + LUNGE

### SWAP SPELL



STRAIGHT + LUNGE

### IDENTITY CHANGE



STRAIGHT+LUNGE+SWING

### EXTRA TIPS

Keep foes at range with Standing Z or Jumping A. Use his spells to throw enemies off their guard, especially the Identity Change if they can't play other characters as well.

His love for science fueled by the mystery of transforming lead to gold, gave him a great find. He learned to create a pure, clean running energy source. Unfortunately, before he could document it, he was burned as a witch by the people of Salem.

### FIGHTING STYLE: Hapkido Cane

TIME PERIOD: 1692 A.D.

OCCUPATION: Alchemist

After failing as a blacksmith, he tried his hand at alchemy.

- 3 SPEED
- 3 ENDURANCE
- 4 POWER
- 2 RECOVERY
- 5 DEFENSE
- 4 EQUILIBRIUM

CHARACTER STATS.

# XAVIER

### CONFUSION SPELL



SNAP + WHEEL

CB2, F + SWING



### ATTRACT AND SMACK



12% DAMAGE

SNAP+THRUST+WHEEL

1) Snap Back 2) Attack & Smack 3) Jump Right 4) Pause 5) Crouch Down 6) Pause 7) Jump Left 8) Swap 9) Dragon Trap 10) Confusion 11) Walk Right 12) Crouch Right 13) Insult 14) Crouch Left 15) Walk Left 16) Midas Touch Combinations: Identity Change=3+7

### INSULT: SIMPLETON!



STRAIGHT + SWING

### SNAP BACK

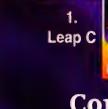


CD2, F + STRAIGHT



### Combo Moves

1. Leap A  
2. Low X  
3. Low Y  
4. Stand Z  
5. Attack & Smack



1. Leap C  
2. Close X  
3. Dragon Trap

### Combo Moves

#### Combo Moves

1. Leap C  
2. Low X  
3. Stand Y  
4. Midas Touch



#### Combo Moves

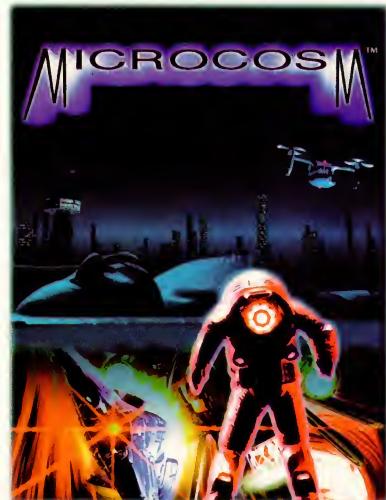
1. Leap C  
2. Low X  
3. Low C  
4. Identity Change



**KILLER COMBO TECHNIQUES**

# Psygnosis CD's, you Just play it.

A BRAIN IS A  
TERRIBLE THING  
TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



YOU MAY BE  
BRAVE ENOUGH,  
BUT ARE YOU  
SMART ENOUGH.



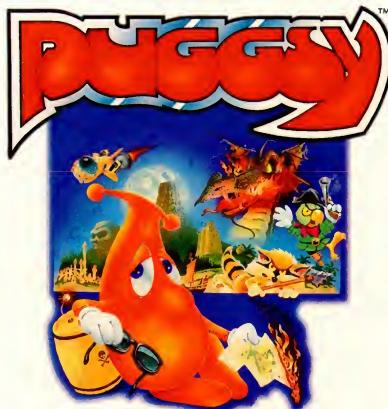
If this quest was simply a test of physical prowess, you would be all set. But the truth is your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



# don't have to Psay it.

**FASTER THAN  
A SPEEDING  
BULLET...  
NOT!**



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring: *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy,

Microcosm

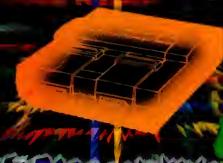
and Shadow

of the Beast II. Psygnosis CD is *Psensational*.



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# BATTLETOADS DOUBLE DRAGON

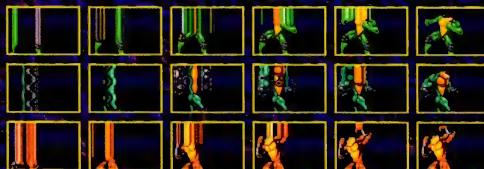
The Dark Queen has not been heard from since she tangled with the mean green three (Rash, Zitz and Pimple—aka the Battletoads) defeated her. However, after the daring rescue of Zitz inside the T.R.I.P.S. dreamscape, the Queen is back again—this time with a partner! The Enemy of the Double Dragon twins, the Shadow Boss, has joined forces with the

evil queen. They are speeding toward Earth with a giant laser beam! The galaxy-famous Toads link up with the Dragons and decide to hit the Queen first! Battletoads and Double Dragon can be played with one or two players and in

Cooperative and Uncooperative Modes. Can the ultimate team beat the ultimate evil? Or will evil reign supreme? Everybody will want to move to this: Battletoads and Double Dragon—they are the ultimate team!



RASH



ZITZ



PIMPLE



## "MOVE TO THIS!"



Kiss-My-Fist



Big Bad Boot



Nuclear Knuckles



Battletoad Butt



BT Bashing Ball



Swingin' Size Thirteen

The Battletoads (Rash, Zitz and Pimple) are ready for action—this time with the Double Dragons!



Take Out The Trash



Bikin' Bash



No Way Back Thwack



Twin Side Slam



Back N' Front Punt



Battletoad Uppercut

## LEVEL 1: TAIL OF THE RATSHIP

The first three levels of the game take place on and in the menacing Ratship! The first level drops you off on the Tail and you must fight your way inside from there! Several security systems and sentry guards will fight you at every turn, so be ready!



## A BRIEF REWIND OF MEMORABLE MOMENTS IN BATTLETOAD AND DOUBLE DRAGON HISTORY.



**BATTLETOADS**  
NES / 1991



**BATTLETOADS**  
GENESIS / 1993



**BATTLEMANIACS**  
SUPER NES / 1993



**DOUBLE DRAGON 3**  
NES / 1991



**SUPER DOUBLE DRAGON**  
SUPER NES / 1992



**DOUBLE DRAGON 3**  
GENESIS / 1992

### THE ULTIMATE TEAM

Finally, two of the toughest fighting teams have combined forces to become the ultimate



**BATTLETOADS &  
DOUBLE DRAGON**



team. Over the years, the two teams have been adored by many gamers. Now they are as one in three versions of Battletoads and Double Dragon!



GENESIS / 1993



**BILLY**  
**JIMMY**

## DOUBLE DRAGON



The Double Dragon twins, Billy and Jimmy Lee, are ready to kick some evil butt with their new Toad friends!



### BOSS 1: ABODO

Dragon foe, Abobo, is the first Boss you will fight. Abobo is big and strong, but he is also slow and stupid! His fatal flaw is he is an easy target for Battletoad Butts or Flying Dragon Kicks. However, don't get too close, or he will get you in a punching clinch that will take away a life!





## LEVEL 2: BLAG ALLEY

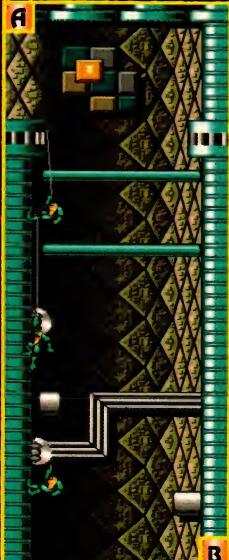
Old 'Toad foe, Blag is back! These levels involve running, fighting and Speeder Bike riding. Here you can get the Walker's Leg as a weapon and use it to either pound enemies through the floor, or pick them up and bat them off the screen!



LEVEL 2-1:



LEVEL 2-2:



**THE LONGEST LEVEL**  
Level 3 is divided into three stages, and as a whole is the longest and hardest stage in the game. You must move horizontally and vertically, and, at key moments, use your Turbo Ropes to move downward and cross dangerous pits. Level 3-1 is shown here, 3-2 and 3-3 are not shown but are more of the same! Toads will meet Linda Lash for the first time here.





## LEVEL 2-1 & 2-2: THE CORRIDOR

These two, short horizontal levels move first from left to right for Level 2-1 and then from right to left for Level 2-2 (both shown on opposite page). At the end of each of these left hallways is a Doorman of Doom! He throws sticks of dynamite at you that will explode quickly. However, you can pick up these items and throw them right back. Just stand over the stick when it lands and press ATTACK. The dynamite will not explode when you hold it, so you have time to carefully aim when you throw it back.



## LEVEL 2-3: DRIVIN'

Unlike previous 'Toad bike' sequences, this one is slower, and you fight while driving. You can ram opponents from behind or kick them in the face. Also look out for obstacles!



## BOSS 2: BLAG

The Rat Pack King is back, and bigger than before! Keep your distance and use dashing attacks. If you can, pick Blag up, throw him, then immediately follow-up with a smash hit!



"FISTS VS. BULLETS?"



**LEVELS 3-1, 3-2 & 3-3:**  
Here you will have to use the Turbo Rope. To use it, stand at the edge of a chasm and press ATTACK: You will do a brief wind-up and throw the rope. Then

descend, or in some cases, swing to the other side of the chasm. Do the BT Bashing Ball and Whizzin' Whirlwind moves on the rope by pressing against a wall, then attack!



## FACT FILE

### BATTLETOADS 6 DOUBLE DRAGON



MANUFACTURER	# OF PLAYERS
TRADEWEST	1 OR 2
DIFFICULTY	MODERATE
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	7
THEME	% COMPLETE
ACTION/SHOOTER	100%



## BOSS 3: ROPER

Roper is the Boss here—and he has a big gun! The key to defeating him is to keep using running attacks (BT Butts and Flying Dragons) to keep him away. However, if he starts pumping his gun, he is getting ready to fire. Duck, wait for him to run out of ammo and keep hitting!



## LEVEL 4: RATSHIP RUMBLE

A shooter level! Press JUMP to thrust and ATTACK to fire your laser. The first part is an asteroid and projectile attack; the next is

where you take on the whole Ratship. One weapon you will need to use is the Homing Missile. To use it, press ATTACK and hold it down. A circular crosshair will appear which you can move with the pad. Move the cursor on an object, wait until the word LOCK appears, then let go of the button and you will fire a homing missile.

### THE GOOD

The teaming of the Toads and Dragons! The Dark Queen also looks great in the intro!

### THE BAD

The multiple cheap hits some Bosses inflict. Why no shades on cool 'Toad Rash'?

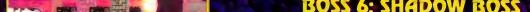
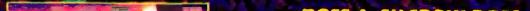
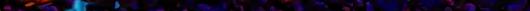
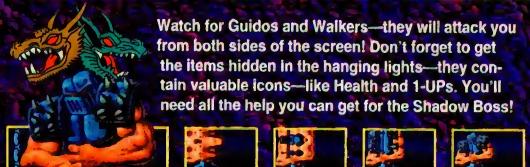
### THE UGLY

Blag—he's big, ugly and probably smells like the dirty rat he is!



**LAST SLAUGHTER:**  
Enter the missile here  
for the final battle with  
Slaughter for a total of  
three fights with him!  
However, there is still  
Robo Manus waiting at  
the front of the ship!

## LEVEL 6: SHADOW BOSS SHOWDOWN



## BOSS 6: SHADOW BOSS

Shadow Boss is very difficult to defeat.

First, do not knock down the two last lights—you'll need them to hang from when he turns into a ball. Keep close and exchange blows with him, but when he morphs into a ball, MOVE! Jump up to the lamp and wait for him to change back.



## LEVEL 5: MISSILE MAYHEM

After destroying the Ratship in Level 4-2, it will turn into a giant missile that is speeding toward Earth. You must get to the warhead and diffuse the missile. Watch out for the Afterburners—one touch takes a life. Several enemies will try to stop you here, from Scuzz to Guido!



### SGT. SLAUGHTER:

Doors will open on the side of the missile (1 & 2) and you must fight Sgt. Slaughter. The easiest way to beat him is to stay close and keep hitting him. Don't give him distance—he has a dashing headbutt that inflicts much harm!



## BOSS 5: ROBO MANUS

The 'Toad foe lives! Manus has two attack methods: It can jump on you, or it can fire deadly laser bolts. The only way to defeat it is to keep punching it up in the air and not give it a chance to land. Of course, you will run the risk of it jumping on you, but time it so it never has the chance!



## LEVEL 7: THE FINAL SHOWDOWN



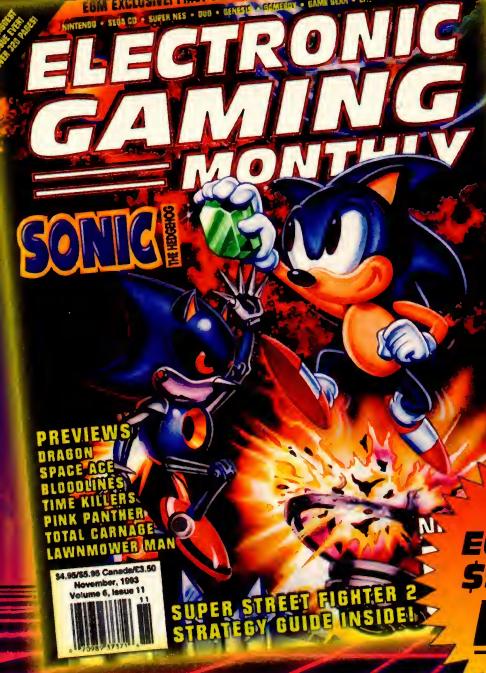
## BOSS 7: THE EVIL DARK QUEEN

After a brief horizontal run, the Dark Queen will make her entrance. She has no pattern of attack, so the real only hope you have are the items that pop out of the computer to the right—they will contain health items and even 1-UPS. These ought to be enough to keep you going, if not...



LIMITED  
TIME OFFER!  
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TEENAGE MUTANT NINJA

# TURTLES

## TOURNAMENT FIGHTERS



### FACT FILE

#### TMNT: TOURNAMENT FIGHTERS

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
FIGHTING	95%

### THE GOOD

An excellent fighting game—even for people who don't like them too much!

### THE BAD

This game needs another final Boss. The one it has just isn't enough for me!

### THE UGLY

Wingnut and his blood sucking move! Totally gross me out dudes, for sure!

The Teenage Mutant Ninja Turtles are busting out of the side-scrolling game arena and into the world of one-on-one combat! Choose from 10 fighters, each with his or her own different moves! There is also an Ultimate Finishing Move that can be performed when the green meter (below your life meter) is full. There are three games to choose from: a Story Mode, a Tournament Mode and a VS. Mode! There is also a Watch Mode where you pick the fighters, and the computer lets them fight to the finish. Let's kick shell!

### CHROME DOME



There are a total of 10 fighters you can play as in Tournament Fighters! Armaggon, Aska, Wingnut, Cyber Shredder and the two pictured here (Chrome Dome and War)! These are the non-Turtle fighters; yet each has several special moves and his or her own Finishing Move! A few of these are shown below. However, in Story Mode you cannot play as any of these six fighters.

### WAR



### ARMAGGON:

A tough warrior from the future who wants to conquer Earth!



### ASKA:

Aska is a master of Ninjutsu and wants her own dojo.



### AQUA SHOCK:

A deadly sonic fireball



### FINISHING MOVE:

Tidal Wave



### SPINNING UPPERCUT:

Deadly uppercut



### FINISHING MOVE:

Tornado Attack



### WINGNUT:

A giddy critter from Dexlon V, he entered the Tournament for fun.



### CYBER SHREDDER:

The Evil One is back to regain control of New York City.



### MOONBUSTER:

A projectile in the air



### FINISHING MOVE:

Mad Spectre



### AURA:

Deflect projectile attacks



### FINISHING MOVE:

Lightning Crusher

## BOSSSES



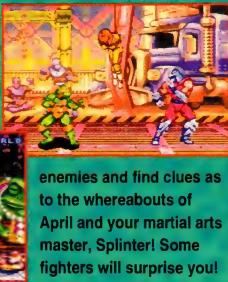
**RATKING:**  
The first Boss is Ratking, whose whole body is a weapon! You will fight him in Studio 6!



**KARAI:**  
The final Boss is Karai whose powers defy description! You will fight her on the top of a train!

## STORY MODE

**RESCUE:**  
In the Story Mode, you can only play as one of the Turtles! With limited continues, you must defeat



enemies and find clues as to the whereabouts of April and your martial arts master, Splinter! Some fighters will surprise you!



**LEONARDO:**  
Simply wants to be the king of the Tournament Fighters.



**RAPHAEL:**  
Hopes to win money so he can buy gifts for all his friends.



**ENDLESS SCREW:**  
Twirling attack blades



**SHINING CUTTER:**  
Send out a curved shock wave



**JAMBOREE:**  
Throw a disc-shaped blast



**CHEST BUSTER:**  
Quickly roll forward and kick



**ROTO CUTTER:**  
Swinging sword air spin



**FINISHING MOVE:**  
Millennium Wave



**POWER DRILL:**  
Spinning Sai thrust attack



**FINISHING MOVE:**  
Energy Spray



**DONATELLO:**  
Entered the Tournament to win money to finish his invention.



**MICHAELANGELO:**  
Wants the Tournament prize money so he can take a vacation.



**BO THRUST:**  
Attack while thrusting



**HEADSPIN ATTACK:**  
Upside-down scissor kick



**RISING THUNDER:**  
Deadly Nunchaku uppercut



**DYNAMITE BOMBER:**  
Roll into a ball and attack



**GROUND CLAW:**  
Unleash a ripping claw



**FINISHING MOVE:**  
Fire Dragon



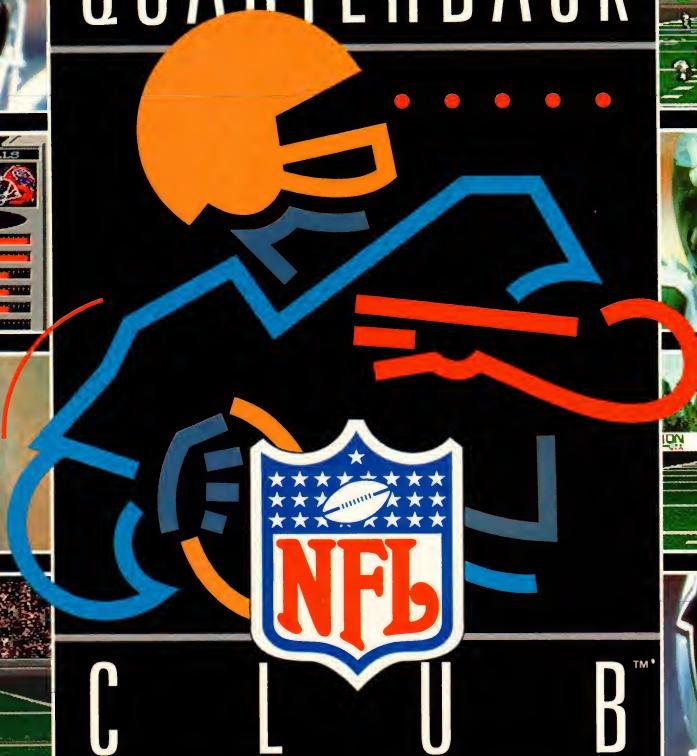
**DRAGON BREATH:**  
Shoot energy ball from mouth



**FINISHING MOVE:**  
Dance of Fury

# THE ONLY WAY TO

## QUARTERBACK



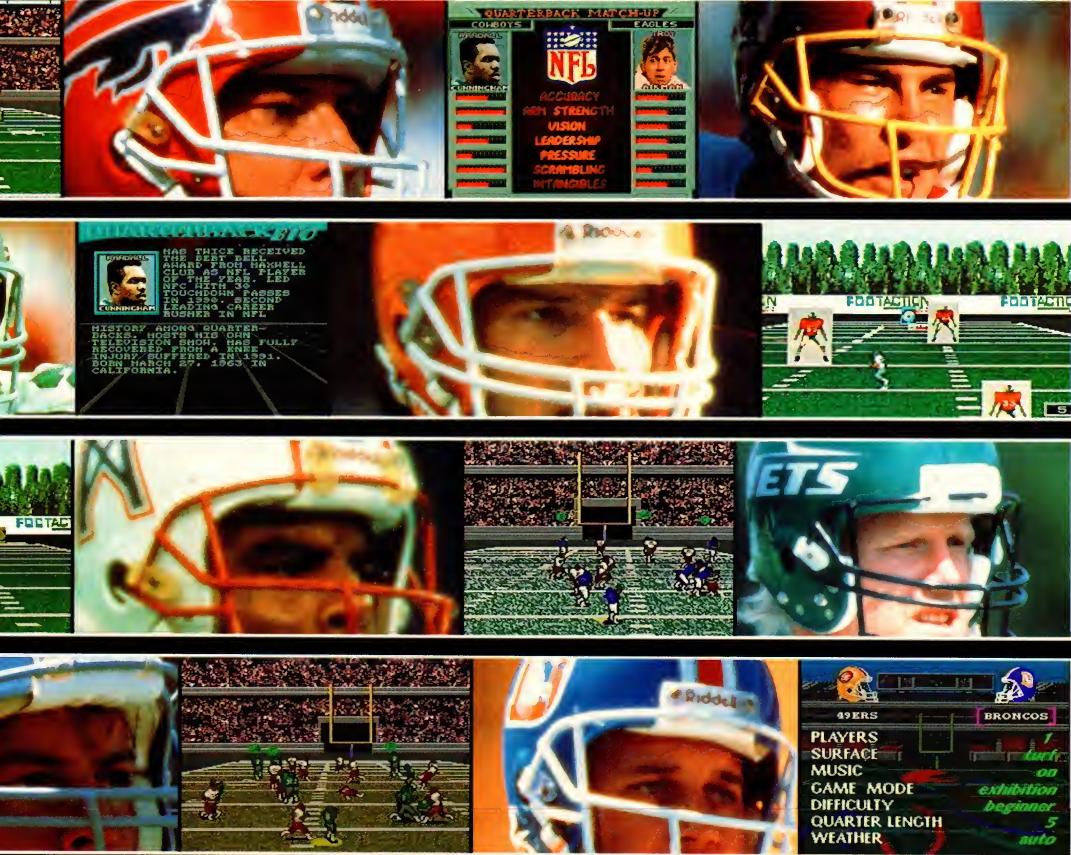
## IT'S GAME TIME! PLAY THROUGH AIKMAN, KELLY, CUNNINGHAM, MOON, ELWAY, SIMMS, KOSAR

**i6MEG ACTION**  
FEATURING  
**ALL 28 TEAMS**  
 NFL

- 16 MEG gridiron action on both Genesis™ and Super NES®
- Unique Quarterback-view perspective puts you on the field and in control!
- 128 offensive and defensive plays
- Stiff arm blocks, jukes, blitzes, diving tackles and more
- Exclusive NFL Quarterback Challenge™ mode

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# PLAY THE GAME!

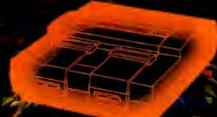


## THE EYES OF THE NFL'S BEST! ESIASON, YOUNG, RYPIEN—THEY'RE ALL HERE!

- Playoff and Super Bowl Matchups
- Trade quarterbacks... and see who's really #1!

**Akclaim**  
entertainment inc.





**W**hat's up, Doc! Sunsoft sure is taking pride in their Looney Tunes lineup. This game is an example of why they do!

Bugs is being pursued by an evil animator who wants him out of the picture! He has to go up against all his previous adventures so he can find all the characters who want him...er...erased. Filled with great animation and plenty of expected Bugs Bunny gags, this one recaptures his history perfectly!

**THE GOOD**

Just take a look at this game and you'll know what's good about this title! It's just like a cartoon!

**THE BAD**

Even though the Bosses are big and really hysterical—they have easy patterns to defeat them.

**THE UGLY**

The aftermath of each special weapon that Bugs can use! They're totally hysterical!

# BUGS BUNNY RABBIT RAMPAGE™

**A Rabbit That Is Full Of Clever Antics!****Pie ker-splatz**

A basic 'toon combat—a simple edible projectile that makes a cool splat sound!

**Super kick**

This super fast and far-reaching punt will send your enemies cowering away!

**Spinning Lariat**

And you thought only Russians who wrestle bears can do this move! Not anymore!

**Other animations**

One minute Bugs will make faces at you, and the other minute he's eating a carrot! Cool!

**Special Weapons**

There are several unique weapons that have typical 'toon results!

**A Whole Cache of Hare-Brained Weapons for Bugs!****Dynamite Doggie Bone!****Laser Reflecting Mirrors!****Blasting Fake Turkey Meal!**

Just like the cartoons, pull a fast-one on the dog with the exploding bone!



Reverse the bad guy's laser with this trick! If it works in a cartoon, it'll work here.



Taz will get really bad gas once he eats this fake exploding turkey!

**Fight with El-Toro!**

Time to go up against El-Toro! This classic skit is done with the same Spanish-style music and all too familiar animations!

**FACT FILE****BUGS BUNNY  
RABBIT RAMPAGE****MANUFACTURER****# OF PLAYERS****SUNSOFT****1****DIFFICULTY****AVAILABLE****Moderate****1st Qtr. '94****CARTRIDGE SIZE****NUMBER OF LEVELS****12 MEG****10****THEME****% COMPLETE****ACTION****80%****Battle it out with Taz!**

Have Taz follow you to the edge of the cliff and watch his expression as he falls. It's even better to give him a fake turkey meal!



## Level 1 and 2

Snow glaciers  
with Elmer Fudd's  
dogs and a western Scenario.



Remember this guy? His bullets have a  
mind of their own and try to attack you.



## Grimm Brother Parodies!

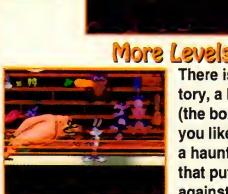
The three little pigs will attack you and the  
witch will turn you into the famous frog!



Who's afraid of the Big Bad Wolf?  
He sucks in air and blows you over!



Enter the wacky futuristic spaceway! Here, instant martians will attack  
you with shrinking rays and walking bombs will blast you off the ships!



## More Levels, More Mania!

There is a toy factory,  
a boxing ring  
(the boxer treats  
you like a toy) and  
a haunted house  
that puts you  
against black cats.





# DEKE YOUR

NHL® '94 is Gilmour deking by Belfour. A MacInnis blast from the point. Robitaille crushing a one-timer. Moog smothering the puck with a double pad stack. Lindros enforcing with a perfect board check. Yzerman going back door.



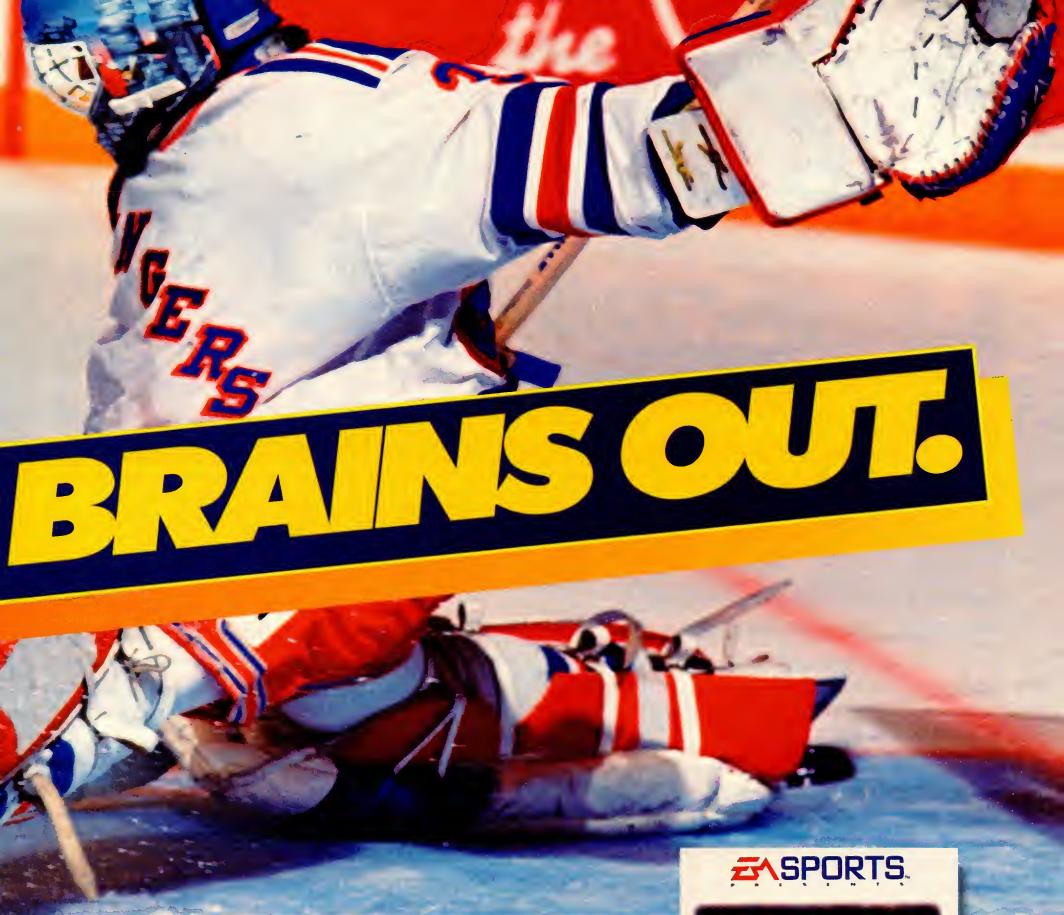
You get the new NHL expansion teams: the Mighty Ducks of Anaheim and the Florida Panthers. Plus digitized player images for every NHL starter.

New animations really deliver the impact when Chelios bench checks Neely

## '94 GAME HIGHLIGHTS

- **EVERY NHL TEAM**
- **ONE-TIMERS**
- **EVERY NHL PLAYER**
- **GOALIE CONTROL**
- **EVERY NHL LOGO**
- **4-PLAYER ACTION**
- **PENALTY SHOTS**
- **50+ ORGAN TUNES**





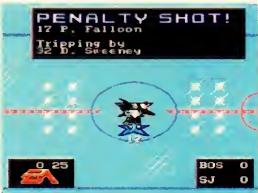
# BRAINS OUT.

It's the hottest, fastest, most realistic hockey action ever. Penalty killing. Wrap around shots.

Control of goalie moves, Plus 4 Way Play™ for tournament raging. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And deke your brains out.



Coming soon  
on Super NES®



Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the siren wail?

**EA SPORTS**



**NHL '94**



**GA**

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**EA SPORTS**

*If it's in the game, it's in the game.™*



# STAR TREK THE NEXT GENERATION

I am not a  
Merry Man!



Expendable Ensigns included!



### THE GOOD

Throw away all the other versions. This cart is the best! Capt. Picard would be proud of this one!

### THE BAD

Some of the planet action levels are quite difficult to solve and could be troublesome for younger players.

### THE UGLY

Cool! There's a whole roster of expendable ensigns to have on your away team as well as the regulars!

**S**pectrum Holobyte is boldly going where everyone has gone before—the Super NES, with Star Trek: The Next Generation! You control the Starship Enterprise on several missions that are assigned by the Federation and accidentally stumbled on by yourself. Interact with other races in space from the vast instrumentation onboard, or beam down to a planet's surface or into a space vessel to deal with intergalactic problems and solve interplanetary disputes. There are plenty of digitized pictures from the television series, intermissions and other neat touches that will make you say "Engage!"



PUSH START BUTTON

### FACT FILE

**STAR TREK  
THE NEXT GENERATION**

MANUFACTURER	# OF PLAYERS
SPECTRUM HOLOBYTE	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	8
THEME	% COMPLETE
ACT/ADV	90%

## STARFLEET RECORDS 01529 - THE RESPONSIBILITIES OF A STARFLEET OFFICER



Starfleet will give you orders and will enforce that you follow them strictly.



Should something odd come your way, take a closer look for more info.



Make sure that your crew members don't suffer any major injuries or death!

## RESEARCH TEAM RESCUE!



T'Lirus will ask you for help due to constant threats of Romulan action.



The battles are fast. Split to a main view and a tactical view of the action!



The lights will be out, but Jordi can see infrared!



The inhabitants will wake from cryo and thank you.



Assembling the computer is a real hassle with auto defense droids attacking you!

## KNOW YOUR ABILITIES!



RWY Team  
Choose your own team members and beam down to the planet's surface.



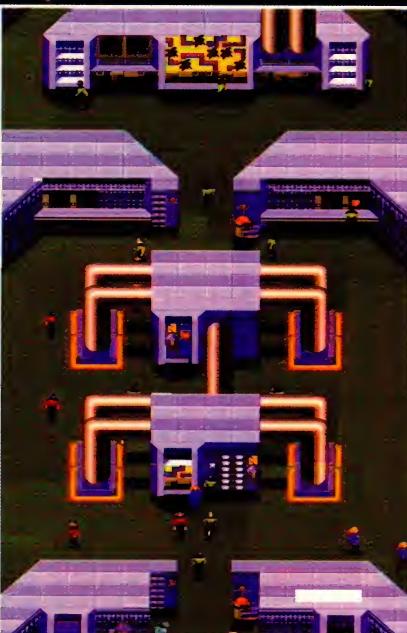
SENSORS  
Sensors and other items help you identify and evaluate alien environments.



ENGINEERING  
When damage is done to your vessel, you can have Engineering work on it.



BRIEFING ROOM  
Get advice from Captain Picard when you are in desperate need of help.



# Go For The



Official Licensed Product of the  
1994 Olympic Winter Games

## Take on the World in Ten Olympic Events

This is the one you've been waiting for. Challenge Olympic Athletes or go head to head against up to three of your friends in ten different Olympic events. Compete on courses identical to those being used for the 1994 Olympic Winter Games in Lillehammer, Norway. Think you have what it takes to bring home the Gold?



SPEED SKATING  
Power down the straight-away and muscle your way around the turns.



Lillehammer '94

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# Gold!

Available for Sega™ Genesis™,  
Game Gear™, Super Nintendo®,  
Entertainment System®, and Game Boy®



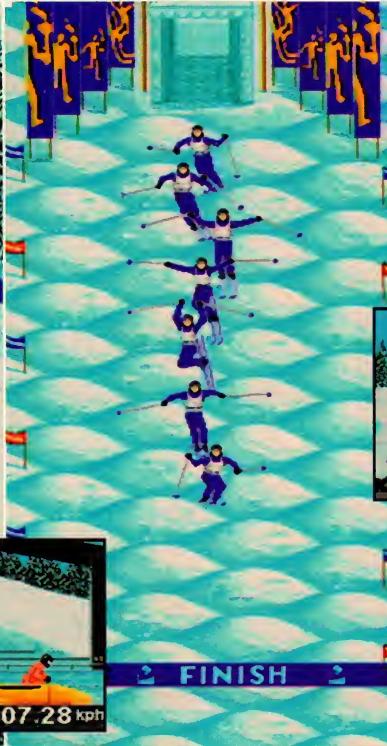
## LUGE

Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.



## DOWNSHILL

Speed is king on this course, one mistake and it's all over.



## FREESTYLE-MOGULS

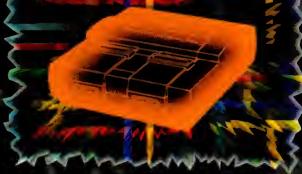
Let it all hang out, bang the moguls, do some aerials and don't break your neck.



## BIATHLON

It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.





# THE NOBCE CHARACTERS

CHOOSE ONE. FOR THE JOURNEY AWAITS!



DWARF

*Olvan*

FIGHTER

*Kamil*

DEMON

*Cejes*

An aging dwarf who wants the Runes to get his youth back. Good offense...



ELF

*Esuna*

A young elf lass who wants to prove she can take care of herself.



ALIEN

*Wilme*

Wilme is an alien who wants to show that he is better than the others.



TETUJIN

*Cux*

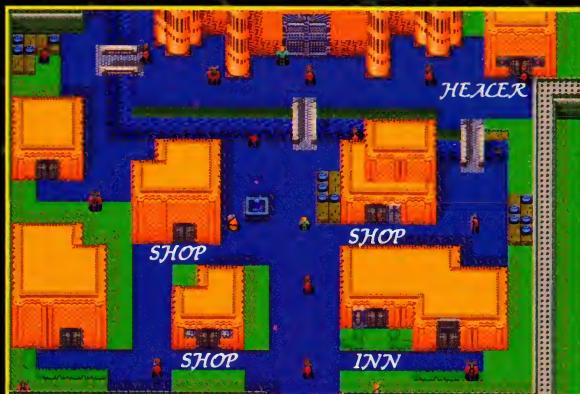
A tetujin who wants to find out why he was created and by who...



MONK

*Valsu*

A monk who wishes to use the Runes to expel evil from the world.



TOWN OF  
LESUNE

Then you must set out to the town of Rables. During your first leg of the adventure, you will be attacked by vicious Hermit crabs, Wyverns and the occasional Demon. To fight back, it is often better to choose "Defend" as your first move, then your second attack will most likely kill the enemy!



## THE KING'S ORDERS...

The seven warriors assemble in the king's hall. Each is given the mission to acquire the seven Runes. They are then left to their devices. No matter who you are, try to equip yourself as quickly as possible.



CRAB

20 Hit Points  
26 EXP / 12 Gold



WYVERN

29 Hit Points  
33 EXP / 15 Gold



## EGM TIP #010

When you acquire the Wind Rune, teleport back to Lesune and talk to the lady pictured above for a free Potion1. You can get it over and over!

# The 7th Saga



RABLESK

Once you've made your way to Rablesk, rest up, and then check out the tavern. A guy named Gain will make you an offer. He can get you something special if you do what he says. Everyone in town is upset, because the Key of Earth is lost in the Castle of Aran. It is also haunted by a vicious ghost called Romus. Travel to the west to get to the castle...



Romus is quite deadly, and his story is very tragic. Try stocking up on healing potions and alternate hitting and healing. After he's gone, try to explore the castle, because all the enemies should be gone. After this, go back to town, and head out for the cave to the south. From here, you're on your own. Good Luck!

## THE GOOD

The music and graphics are well done, but I especially like the way your opponents react to you.

## THE BAD

The opponents, especially in the part where you are cursed. The insults tend to be really cheap!

## THE UGLY

Talk about a bad complexion, one look at Wilme's ugly mug and you'll lose your lunch. Aaaaaaargh!



ROMUS



Power Seed

## EGM TIP #011

If you find a Power Seed or an Agility Seed, immediately save the game. Keep trying for the maximum 4 points. Hit reset and try again if you don't.



Gain will give you a magic map if you get the key. It's helpful!



CASTLE OF ARAN



## FACT FILE

### THE 7th SAGA

MANUFACTURER	# OF PLAYERS
ENIX	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
RPG	100%

A MATCH M

# ROBO VERSUS THE TERMI

T H E V I D



AVAILABLE FOR YOUR F

MADE IN HELL

# ROBOCOP NATOR

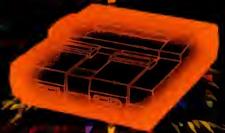
VIDEO GAME

FAVORITE GAME SYSTEM.



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THE TERMINATOR™ & T-800 are trademarks of 20th Century Fox Film Corporation. All rights reserved.  
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**SUPER NES**

If you have ever wanted to be a part of Monday Night football on TV, then get ready for Data East's ABC Monday Night Football. That's right sports fans, you can now enjoy ABC Monday Night Football any night of the week. The hard-hitting graphics and play-by-play sound brings every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed playbook, which you can change around to your liking. Another great feature is the power play feature. Zoom in tight on the action and still be a part of the game play, or review it all on instant replay. Frank Gifford calls every down and gives half time stats to show you how well you are doing in the game. So catch all the bone-crushing fast action you see on ABC's Monday Night Football anytime.

# MONDAY NIGHT FOOTBALL

**abc**



This is the main perspective of the field, which scales vertically.

The voices of the game and announcer is none other than Frank Gifford.



© 1993 DATA EAST CORPORATION



## FACT FILE MONDAY NIGHT FOOTBALL

### MANUFACTURER

DATA EAST

### # OF PLAYERS

1 OR 2

### DIFFICULTY

MODERATE

### AVAILABLE

DECEMBER

### CARTRIDGE SIZE

8 MEG

### NUMBER OF LEVELS

N/A

### THEME

SPORTS

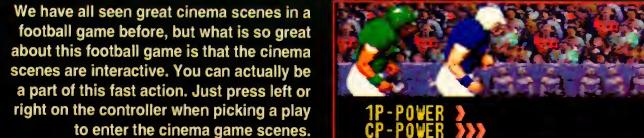
### % COMPLETE

100%

## Power Play Mode!



We have all seen great cinema scenes in a football game before, but what is so great about this football game is that the cinema scenes are interactive. You can actually be a part of this fast action. Just press left or right on the controller when picking a play to enter the cinema game scenes.



# Lots of Playing Options!

## **MONDAY NIGHT NEWS FLASH**

## **ACE TEAM DATA EAST ENTERS LEAGUE!!**

• 1990-1991 學年 第一學期



There are a ton of options and game stats packed into this game that will keep you playing for hours. For instance, you can change the offense and defense plays around to your liking. Besides the 28 teams that are already in the game, you can customize your own by renaming the players to team data. You can also change their offense and defense abilities, making your team more powerful and balanced.



# THE GOOD

**The cinema scenes are interactive, so you can play a part in them.**

## THE BAD

The game plays a little slow plus the rotation and scaling is a bit choppy.

## THE UGLY

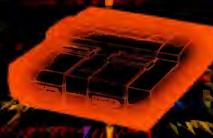
The over dramatic tackles look more like the player gets hit by a bus than another player.



# Play Mode!



# SUPER NES

**HUMAN  
GRAND  
PRIX**

## FACT FILE

### F1 POLE POSITION

MANUFACTURER	# OF PLAYERS
UBI SOFT	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RACING	100%

## PICK CAREFULLY!

### STEERING



This is how fast your car will take a turn. The lower the number, the faster.

### TIRES



The harder the tire, the longer it will last, but it has less grip on the road.

### GEARS



This is how fast your gears will shift. Number 1 is the fastest.

### SUSPENSION



Go for a softer setting in tracks with a lot of curves. It will help cornering.

### BRAKES



A light setting is best for racing, because it will allow them to last longer.

### EGM TIP #009

Try these settings for racing on a fast track:  
Steering 2, Tires B or C, Gears 5-7, Brakes 5-7,

Special thanks to J. J. Bell, "The Black Ace."

# OPTIONS!



COURSE 2  
CONDITION DRY  
TROUBLE OFF  
LAP 3  
EXIT



Now it's time to decide the track, the weather conditions and also the number of laps in the race.



SELECT RIVAL  
ENTRY 00

BIRTH DATE	1963.1.24
HOMETRACK	BRAZIL
CAR NO	1



This gives you the cool option of choosing who (if anyone) you want to race against, while showing their status.

## CHANGE THE WEATHER

You can race with three different weather conditions. Your driving skills will be put to the test as you race on dry courses, damp tracks and soaking wet roads.



Dry weather gives the best traction.



Half and half means you will slide a little.



Rain will make this competition a real pain.

## CUSTOMIZE YOUR RACER



MONZA  
AUTODROMO MAZZONALE DI MONZA  
5.800 m.

DRIVER 1 DRIVER 2 DRIVER 3 DRIVER 4

PLAYERS 1 PLAYERS 2 PLAYERS 3 PLAYERS 4

### MACHINE SELECT



McLaren Williams Ferrari Benetton Jordan Williams Renault

DRIVER 1 WILLIAMS ENGINE RENAULT V10

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# LET THE RACE BEGIN!

## STARTING GRID

PP. N. MANSSELL	1'15"42	2 G. BERGER	1'17"45
3 H. SCHUMACHER	1'17"62	4 R. PATRESE	1'18"62
5 J. ALESI	1'19"72	6 M. BRundle	1'19"90
7 L. CAPPELLI	1'20"40	8 M. ALBORETO	1'21"57
9 R. SUZUKI	1'21"57	10 B. GACHET	1'21"57
11 U. KATAYAMA	1'23"72	12 M. GUILLEMOT	1'24"17
13 S. MODENA	1'25"35	14 AA	1'24"50



In this race, it's you against a friend in a heart-stopping battle for the finish line. See who is the better driver!



In a one-player game, the top screen is your rearview mirror. It really helps when other drivers try to pass you. Watch out!



Before each race, you will be able to take a test run around the course. This is a great way to check the curves for tricky spots.



If you crash and get turned around, a warning flashes on the screen. However, the game will let you go around backward.

In the Battle Mode, it's man versus machine as you take on the computer in head-to-head action.

# F1 POLE POSITION



**F**ormula 1 racing got its start in France in 1839, and has now spread all over the world. Since that time, Formula cars have become more advanced with options and refinements the first racers never even dreamt of in their lifetimes. U.B.I Soft has done an awesome job of capturing the true spirit of this complex and exciting sport with their new game, F1 Pole Position. This game is awesome because of its killer options, but also because of the realistic way that the choices you make really affect the way the car performs. Strap yourself in for an awesome race!

### THE GOOD

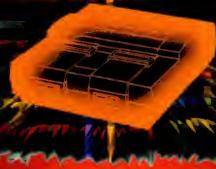
This cart has a lot of really cool options which makes each race exciting.

### THE BAD

Even in the Easy Mode the steering takes some time to get used to.

### THE UGLY

The fact that you can slam your racer into a wall repeatedly for the entire race and never blow up!



# SOLDIERS OF FORTUNE

## FACT FILE SOLDIERS OF FORTUNE

MANUFACTURER	# OF PLAYERS
SPECTRUM HOLOBYTE	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	10
THEME	% COMPLETE
ACTION	95%

The creator of the Chaos Engine escaped from the Baron's dark cellars and revealed to the world the location of the Chaos Engine. With the world's arsenal in disarray, an elite strike force was necessary to infiltrate the area and destroy the foul machine. A group of mercenaries were called forth, each with special abilities and extraordinary qualities. These soldiers all swore to put a stop to the menace of the engine and free the world from its turmoil. Two soldiers could penetrate the estate grounds undetected and, with skill and a little luck, get to the cellars and obliterate the machine. Each soldier prepared his weapon and readied himself for the battle that could be his last. Two of them are going to enter the mad Baron's estate with the fate of the world in their hands. They either destroy the Chaos Engine or die trying. You are that last hope.

## SOME USEFUL ICONS TO WATCH OUT FOR



**GOLD KEYS:** Open up secret or bonus areas where you might find food or power-ups.



**SILVER KEYS:** Help you find the exit by opening passages and making crucial items appear.



**SPECIAL POWERS:** This icon will allow you to activate your special abilities.



**POWER-UPS:** Collect this icon to increase the power in your weapon.



**FOOD:** Grab this icon to increase your Health Meter by one.



**DEATH ZONE TOKEN:** This icon saves your position in the level.

## BRICAND



### WEAPON



### SPECIAL



## GENTLEMAN



### WEAPON



### SPECIAL



## THUG



### WEAPON



### SPECIAL



## MERCENARY



### WEAPON



### SPECIAL



## NAVIE



### WEAPON



### SPECIAL



## SCIENTIST



### WEAPON



### SPECIAL



## THE GOOD

There are a ton of weapons and special attacks that keep each character fun to play.

## THE BAD

Most of the levels can get very repetitious.

## THE UGLY

In the One-Player Mode, watching the computer play the game better than you do.

**WORLD 1: LEVEL 1**

Mutants come out of the trees and attack you while you're not looking.

**WORLD 1: LEVEL 2**

Watch out for giant marsh frogs that jump incredible distances.

**WORLD 1: LEVEL 3**

Use your special weapon when you are in a tight situation.

**WORLD 2: LEVEL 1**

You must find your way out of this intricate maze.

**WORLD 2: LEVEL 2**

Lizards come out of the ground for a surprise attack.

**WORLD 2: LEVEL 3**

You'll have to defeat all the creatures to advance to the next room.

## WORLD 1 THE FOREST: LEVEL 1 THE BEGINNING





MARVEL  
COMICS



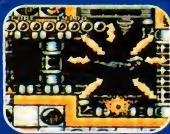
YOU'RE IN FOR A  
SHOCK, WEBSLINGER!



STOP JUGGERNAUT'S  
RAMPAGE



BLAST MASTER MOLD  
WITH OPTIC BEAMS!



UNLEASH YOUR  
LIGHTNING STORM!



OUTRUN THE  
LETHAL DOOMBALL!

TM

## X-ACT YOUR REVENGE!

**X-MEN™ X-CITEMENT X-PLODES WHEN  
YOU TEAM UP WITH SPIDER-MAN® FOR  
THE FIRST TIME EVER  
IN ARCADE'S REVENGE!  
NOW ON GENESIS™ !**



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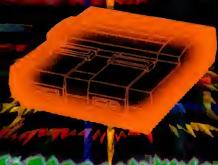
ALSO LOOK FOR INVASION OF  
THE SPIDER SLAYERS ON GAME BOY!®

FLYING  
EDGE™



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# SUPER NES



## WICKED OPTIONS



During any point of the game, you can ask for advice and grid the course.



### SHOT METER

This meter will show you how hard you will hit the ball.



### FOOT STANCE

Sharpen your stroke by adding a fade or a draw to your swing.



### CLUB SELECT

Choose from 14 different clubs—from a 270 yards driver to a 100 foot putter.

### THE GOOD

If you are looking for something different in a golf game, then Wicked 18 is a winner for you.

### THE BAD

The 3-D perspective takes a great deal of time to judge your shot distance.

### THE UGLY

This game is as exciting to play as the sport is to watch.



## FACT FILE

### WICKED 18

#### MANUFACTURER

BULLET PROOF SOFTWARE

#### # OF PLAYERS

1

#### DIFFICULTY

Moderate

#### AVAILABLE

NOW

#### CARTRIDGE SIZE

12 MEG

#### NUMBER OF LEVELS

N/A

#### THEME

Sports

#### % COMPLETE

100%

## TEST YOUR COURAGE, CONQUER THE COURSE

### HOLE 1



This long par 5 is harder than it looks. Stay clear of the water and rocks.



Getting to the hole is a real challenge. The hole is on top of several hills.



### HOLE 3

If you don't hit a clean shot on the hill, you'll lose a lot of yards on the tee-off.



### HOLE 4

One of the easiest holes on the course. You can reach the green on the tee-off.



# WICKED 18

Wicked 18 is a 3-D golf game that puts all other golf games to rest. This cart captures the contour of every fairway and green. On your main screen be sure to take advantage of the hole layout, wind direction and speed, distance from the pin and lie indicator. Plus, the advice from your caddy is very useful when trying to make par. Along with the great graphics, there are a ton of play options that will keep you busy for hours. On every green, you can use a 3-D grid to see how the hole will break. Choose between tournament, stroke, skins or match play. Or, if you prefer, practice each hole individually to work on making par and becoming a golf legend.

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# THE ORIGINAL *Micro Machines*®

SCALE MINIATURES

The ultimate challenge has arrived

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant" N-FORCE

"Arguably the best race game ever written"

Neil West, 92%  
Mega magazine

U.K.  
NUMBER ONE  
BEST SELLER!

"Will keep even the most hardcore gamers hooked"

VideoGames magazine

"Edge of your seat, blistering micro car action!"

GamePlayers magazine

93

"Probably the most PERCENT playable game I've ever seen on the [Genesis]"

Games Master magazine

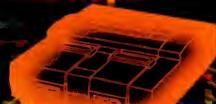


IF YOU DON'T GET IT,  
WHAT ARE YOU  
PLAYING AT?

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Codemasters™



# The LAWNMOWER MAN

*It's Cybo-Man!*

Level 1 can prove a little tricky, but overall it's fairly easy to finish. First, look out for the agents of The Shop. They're all over the place and they are bad news!

The second thing to do is to make your way to the data disks which are stored in two barrels.

Shoot the barrels to expose the disks.

Next, try to get to the portal to leave the level. It's the glowing ring with the flashing "Access Denied" sign. Shoot the portal repeatedly and it should open. Good luck!



Have a friend join in on the action so Jobe and Dr. Angelo can defeat The Shop.

**G**et ready for the ride of your life! Here comes The Lawnmower Man by T\*HQ. Developed by the folks at Sales Curve, this movie-to-game conversion is sure to be a big hit!

You can play the part of Jobe, or Dr. Angelo, as you attempt to overcome the minions of The Shop. It's even one- or two-player simultaneous!

Get into the game like never before with T\*HQ's The Lawnmower Man. It will blow your mind as you experience the power of virtual reality!

**THE GOOD**

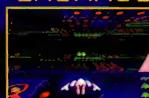
Each level presents a new challenge. It's a very inventive game. The Two-Player mode is cool.

**THE BAD**

Some very cheap shots! Sometimes I didn't even see who shot me! Maybe it was Cybo-Man?!?

**THE UGLY**

The Jeff Fahey Boss is enough to make you toss your virtual cookies all over the virtual television set.

**LAWNMOWIN' LEVELS**

Cyber Run- In this virtual domain, you will pilot a rocket and shoot hordes of enemies.

**FACT FILE**  
**THE LAWNMOWER MAN**

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
T*HQ	1 OR 2
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
MODERATE	DECEMBER
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
8 MEG	12
<b>THEME</b>	<b>% COMPLETE</b>
ACTION	100%

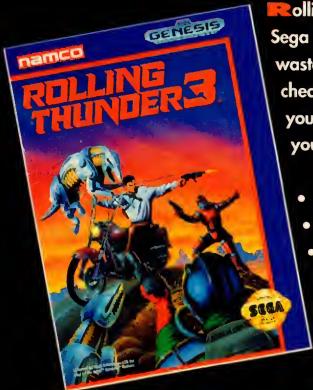


Cyber War Zone- Here you will fly around, dodging obstacles while shooting targets.



Car Chase- Hop into the car while avoiding The Shop in order to make it to the lab.

# WE'LL BLOW YOU AWAY!



**Rolling Thunder 3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **1** intense hidden areas!
- **Password support!**



**namco**

The Game Creator™

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NAMCO HOMETEC, INC.  
1500 Chestnut Ave., Suite A  
San Jose, CA 95120-1102  
(408) 722-0772

# Obitus'



## FACT FILE

### OBITUS

MANUFACTURER	# OF PLAYERS
BULLET PROOF SOFT.	1
DIFFICULTY	AVAILABLE
MIDDLE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	12+
THEME	% COMPLETE
RPG	95%

### THE GOOD

A good RPG should be long and involving—this one definitely is.

### THE BAD

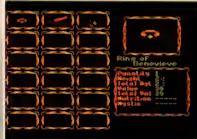
Because of the first-person point-of-view, you sometimes feel like you have tunnel vision.

### THE UGLY

After you kill a dog in the old mines, they show the skeleton of a human. What's wrong with this picture?

## USE ICONS

This game is full of options and icons to help you on your quest.



Inventory screen shows items you've picked up.

Use this menu to do any number of things on your quest.



**O**b King Cullen was thought to be a wise man until it was discovered that nearly 19 years ago an evil witch named Salore kidnapped the good Queen Genevieve and took her place. Salore bore the king four sons, and taught them dark secrets. While on his death bed, King Cullen saw that his sons were evil and swore not to let them rule. He hid the sacred Throne of Kings in the tower and gave each one of his sons one of the keystones. He knew that they would fight to gain all four. Your master tells you it is time for you to fulfill your destiny by defeating all four men.

There are four different realms including forests, caverns and castles that are teeming with good guys and bad guys. All you have to start with is the ring of Genevieve to guide you. Good luck!

## THE CAVERNS



Watch out for the cave dogs! They're vicious. Find the entrance to the castle from these underground passages. Be sure to talk to the elf first!



In the castle, the perspective of the game changes a little. Don't forget your keys!

## YOUR DESTINY!



You must now leave the protection of the tower to begin your quest. Falcon Wood lies ahead and it's filled with danger.



In Falcon Wood you will find many items to help you, such as weapons and gold. You'll also find the entrance to the mines.

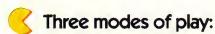


When you encounter someone, use the ring to see whether he is friend or foe.

# MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo

Entertainment System in a hot new game: **PAC ATTACK™** The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!



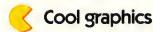
Three modes of play:

One player!

Two player head-to-head munch fest!  
100 level puzzle game!



Smoking sound track!



Cool graphics



Wreck your brain with the  
puzzle mode!



Go Head-to-Head with friend  
in 2-player mode!



Line 'em up!  
Chow 'em down!

Warning:  
Pac-Attack is highly addictive.

Munch Fest!

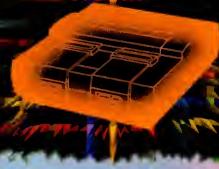


**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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**namco**

**SUPER NES**

## FACT FILE INSPECTOR GADGET

MANUFACTURER	# OF PLAYERS
HUDSON SOFT	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	6
THEME	% COMPLETE
ACTION	100%

## THE MANSION



Save Penny from Dr. Claw. She's being held at a haunted mansion in England.



Dr. Claw puts you in a room that spins! Try to hit the candles before they hit you!

## GADGET'S MOVES!

Gadget has four different attacks: Head Butt, the Hat Punch, the Kick and a Punch.



# INSPECTOR GADGET

Inspector Gadget is the world's first bionic policeman, and he is totally devoted to his job. Doctor Claw, the mastermind of the organization known as M.A.D., is Gadget's biggest enemy. Now, Dr. Claw has kidnapped Gadget's niece, Penny! It's up to Gadget to rescue her if he doesn't get captured himself. This is a side-scrolling action game that is very much like the cartoon show. Gadget has all of his gadgets and (unfortunately) he is still really clumsy, but he always makes it through somehow—with a little help from Penny and Brain!

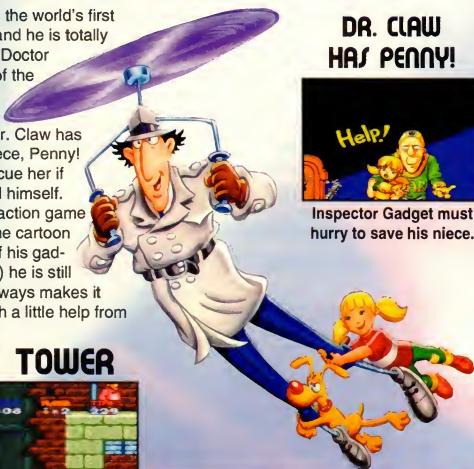
## THE CLOCK TOWER



Fight through the Ice Stage to get to the giant clock where Penny is trapped.



Now Dr. Claw is going to try to hurt you with his huge swinging pendulum.



DR. CLAW HAS PENNY!



Inspector Gadget must hurry to save his niece.

## GADGET ICONS

Find these to give the Inspector the gadgets he's so famous for!



Extra man icon.



The long hand.



Lets you use icons.



Restores a lost coat.



Warp to bonuses.



Plunger to climb walls.

## THE GOOD

This game has all the personalities from the show, and all the gadgets are a real blast!

## THE BAD

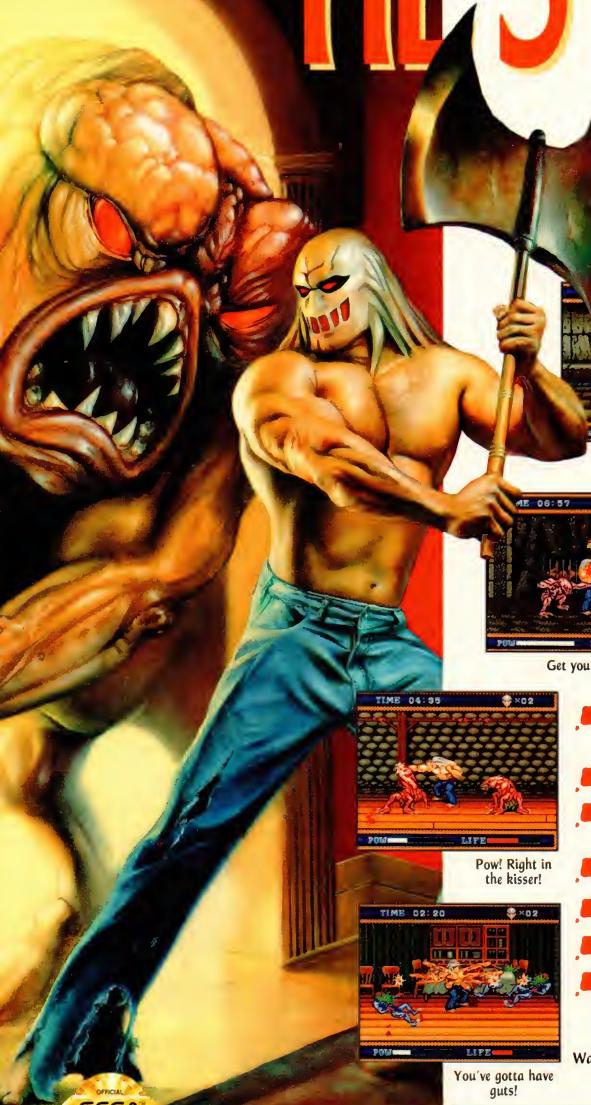
I would have enjoyed some better animation in between levels.

## THE UGLY

They still don't show you who Dr. Claw is!

# HE'S BACK!

Splatterhouse 3 for the Sega Genesis is  
the kind of game rating systems were  
invented for. Check out the screen shots  
and see for yourself.



So fun you could lose your head over it!



Get your kicks!



Pow! Right in the kisser!



You've gotta have guts!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!



Don't get all choked up!



Wear a mask and pack a powerful punch.



Walk on the wild side!

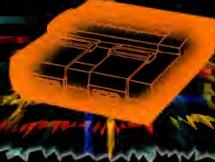
Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

**namco**



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# SUPER NES



## THE GOOD

This game has fantastic animations plus the music is great, too!

## THE BAD

The control isn't as interactive as it is in other games. It is slower than the Genesis version.

## THE UGLY

Pistol-whipping your enemies and some of the death cinemas!



In this level, you can travel to several different areas by taking the subway tram car! Make sure you get credits!



when jumping—you could fall down a bottomless pit. Search each area carefully for several helpful but hidden items.



## LEVEL 1: THE JUNGLE

Shutdown during your escape, you crash land in the jungle. Take out the guards before they take you out with their powerful firearms. Be careful



## STAGE 2:



## COUNTRIES



Make sure to stop and talk to people you see along the way—they will give you valuable information!



## STAGE 3: DEATH TOWER

Here you will risk your life in a game where you must kill or be killed! The prize is a ticket to earth. However, there are other opponents who want to win, too. Be constantly on your guard! Look out for land mines and explosives that fall from the sky.



## EGM X-TRA DARE TO COMPARE

### A LOOK AT OTHER FORMATS...



The Genesis version (top) came out first, but the Super NES version contains all the same elements: cinemas, incredible graphics and sound, but the Genesis version has faster cinemas and action sequences!

## WEAPONS & ITEMS:

Some of these items can be recharged at various areas!



**PISTOL:** Your primary weapon—shoot enemies!



**SHIELD:** Shows how many hits you can take!



**CREDITS:** Allows you to purchase items!



**HOLOCUBE:** Gives valuable information about your quest!

## FACT FILE

### FLASHBACK



#### MANUFACTURER

**U.S. GOLD**

#### # OF PLAYERS

**1**

#### DIFFICULTY

**MODERATE**

#### AVAILABLE

**1st Qtr. '94**

#### CARTRIDGE SIZE

**12 MEG**

#### NUMBER OF LEVELS

**7**

#### THEME

**ACTION**

#### % COMPLETE

**95%**

# THE REAL BEAUTY



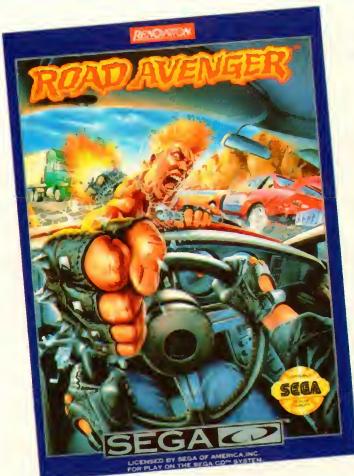
Leap into your time machine and trek through 16 danger-filled eras. In **Time Gal** you'll travel from 70,000 B.C. to 4,000 A.D. tracking the devious Luda before he annihilates the world. Wing-walk in a WWII dogfight, battle alien robots, ride a torpedo, sail the high seas in a Spanish galleon and avoid being dinosaur lunch in this time-travel adventure.



- Over 30 minutes of full-motion anime-style animation
- Real arcade action with 3 difficulty levels
- Randomly generated levels make every game unique



As Seen in GamePro



# AND THE BEAST

THE classic game for the Sega CD, **Road Avenger**, gives you the license to wipe S.C.U.M. (Secret Criminal Underground Movement) off the streets. Forget the rules — smash through buildings, spin off a bridge, dodge helicopters and tanks and tear up the beach in hot pursuit.



- Over 30 minutes of intense car-crashing full-motion animation

- In-your-face closeups keep your eyes glued to the action
- Head-spinning 360° scrolling



The games you gotta get!



**RENCIVATION**  
PRODUCTS

INNOVATIONS '93



SEGA CD

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# WILD QUEST

**THE GOOD**

Lots of funny animations like when Chester crashes into a wall after running real fast!

**THE BAD**

It's very frustrating to progress when it takes only one hit for your character to die!

**W UGLY**

The controls are very sluggish at times, making it tough to get through some levels.


**FACT FILE**  
**CHESTER CHEETAH**  
**WILD WILD QUEST**

MANUFACTURER	# OF PLAYERS
KANEKO	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
10 MEG	10
THEME	% COMPLETE
ACTION	100%

**EUPREAKA**

Head for the beach, but watch out for careless skaters and creepy, crawly crabs!

**BOSS****BONUS GAME**

Cruise on into the city streets on your motorcycle and grab as many paws as possible for big points!

**MOVES & FUNNY ANIMATIONS**

AIR SWIM JUMP RUN



This colorful adventure takes Chester Cheetah on the road home to Hip City. Along the way, Mean Eugene spoils the scene by stealing Chester Cheetah's map, ripping it up and scattering it into 10 pieces across the U.S.

Chester's goal is to recover the map piece in each level, encountering wild, cartoon-style characters that get in his face in way-out-of-the-way places like Un-Clearwater, Florida; Eupreaka, California; and Omahog, Nebraska.

Chester's got plenty of room to zoom in his brand new sequel.

**MAP OF AMERICA**

These pieces of the map are scattered throughout the U.S. Go through each level and get them.

**OMAHOG**

This level has some mean farm folk. The Tractor Boss will try to mow you down!

**BOSS**

# WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

## Survival Tip #3

Confidence gets a girl's attention.

## FEATURES

8 MEG GAME PAK

20+ LEVELS

ROTOSCOPED ANIMATION

FALL 1993

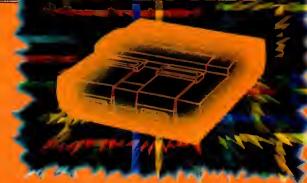
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PREPARE FOR BATTLE...



### LONG-RANGE RADAR MAP

Information from the state-of-the-art NavStar navigational system will be downloaded onto the Long-Range Radar Map. This system enables you to quickly locate all enemy targets, mine fields and Allied bases.



### MANY VIEWS TO A KILL

DAY

DUSK

NIGHT VISION



### THE COCKPIT CONTROL PANEL

1. COM-LINK DISPLAY: Crucial info regarding your tank's equipment and damage status.
2. TACTICAL RADAR MAP: Shows enemies in the immediate vicinity of your tank.
3. DAMAGE INDICATOR LIGHTS: Registers a hit your tank has sustained as a result of enemy fire.
4. FRACTIONAL DAMAGE METER: Displays mounting fractional damage that your hull sustains.
5. SPEEDOMETER: Displays your speed in MPH.
6. FUEL GAUGE: Maximum fuel capacity is designated by a fuel needle positioned all the way to the right.
7. WEAPONS STATUS INDICATOR: Indicates the condition of the weapon in use.
8. WEAPONS SHOTS REMAINING: The amount of ammunition available for a particular weapon.



### FACT FILE SUPER BATTLETANK 2

MANUFACTURER	# OF PLAYERS
ABSOLUTE	1
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	16
THEME	% COMPLETE
SIMULATION	100%

Enter a new dimension of video game warfare with Super Battletank 2. Take control of the army's consummate battletank, the M1A2.

This tank is loaded with an expanded arsenal of sophisticated weaponry, including infrared capabilities for ruthless night combat and an onboard camera that displays full-motion video of enemy acquisition and termination! Stunning animated sequences come alive with lifelike SCUD and Patriot missile launches and F-15 airstrikes that strafe and bomb the background.

Traverse through 16 levels of heavily-mined and carefully-rendered desert enemy terrain. Keeping players in the thick of the action are ally refueling and rearming bases. Players direct their tanks to them for complete military overhauls.



The cockpit view changes to one behind the M1A2 as you fight the enemy stronghold.

#### THE GOOD

This is loaded with excellent sound effects of military combat. Listen to it with surround sound.

#### THE BAD

Helicopters seem to get a cheap shot in even before they appear on the screen.

#### THE UGLY

Unloading on the enemies with the 120mm Cannon with more shots than it takes to kill them.

# SUPER BATTLETANK 2

# THIS IS ONE RPG THAT'S OUT OF THIS WORLD ...



## ... LITERALLY!

**PALADIN'S QUEST** brings excitement and adventure to your SNES this winter!

Beautifully illustrated art and orchestrated music take you on a journey through time and space. Set far off in the outer reaches of space, the unfamiliar planet, Lennus, beckons. Explore its vast and unknown landscape.

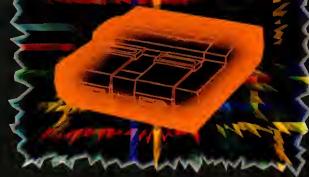
Traveling through time entwines you in a mind-bending adventure in search of Dragons, Wizards, and even Alter Egos!



- *12-MEG RPG*
- *Battery backup saves up to 4 games*
- *Explore the past, present, AND FUTURE!*
- *New unique and bizarre forms of travel*
- *Over 35 hours of game play!*

FROM ONE OF THE PREMIER  
RPG COMPANIES IN AMERICA!



**SUPER NES**

# R-TYPE III

THE THIRD LIGHTNING

## SPECIAL WEAPONS:


**BLUE ORB:**

This gives a laser that can bounce around the screen and destroy many enemies!


**YELLOW ORB:**

This fires powerful tracing shots that hug the walls and destroy all targets resting on them!


**RED ORB:**

Get the Red Orb and you will have a narrow, concentrated shot that is very powerful!



You can position your Pod on the rear of your craft to hit rear enemies!



## POD FORCE:

Launch your Pod out in front of you and it will still fire shots!

**ROUND**

**SHADOW**

**CYCLONE**


## LEVEL 1: TURNING SHIP



Incredible Mode 7 effects are the high point here—especially on the Boss!



## LEVEL 2: THE CAVERNS



Watch for acid that drips from the ceiling. The Boss is only vulnerable in its eye!



## LEVEL 3: THE SPIDER



Move vertically and horizontally with a giant jumping spider Boss at the end!



## FACT FILE

### R-TYPE III

**MANUFACTURER**
**IREM**
**DIFFICULTY**
**Moderate**
**CARTRIDGE SIZE**
**16 MEG**
**THEME**
**SHOOTER**
**# OF PLAYERS**
**1 OR 2**
**AVAILABLE**
**1st Qtr. '94**
**NUMBER OF LEVELS**
**N/A**
**% COMPLETE**
**80%**

### THE GOOD

Huge levels, techniques and fearsome Bosses! Shooter fans will love this one!

### THE BAD

One-hit wonder, and some areas are very difficult!

### THE UGLY

The second Boss! Is there a visual metaphor here or what?

**J**ust when R-Type fans thought there was nothing more to do, here comes R-Type III! This time it is 16-Meg, with bigger levels and badder Bosses! Now, you have three Pods to choose from, each with its own special powers, depending on what icon you collect! Loaded with Mode 7, killer sound effects and music, this is one shooter to keep an eye on! Play alone, or with two players in the "take turn" mode! Remember to grab the usual icons from Super R-type, like the Speed-Up icon, and fasten your seat belts and blast off!



# Clay Fighter

## IN THE FINAL COMBAT ONLY THE REAL HEROES WERE LEFT STANDING IN THE STREET

If you're looking for real heroes, Clay Fighter pulverizes them all! These outrageous clay characters rule the street. They're the kings of combat. They'll put you in stitches...and those so-called "heroes" in the hospital. Join the Clay Fighters as they punch, kick, fly and stomp their way through the most hilarious adventure ever. But don't be fooled by imitators. Because Clay Fighter stands above them all!

ULTRA  
TURBO  
HEAD TO HEAD  
FIGHTING ACTION



Interplay™

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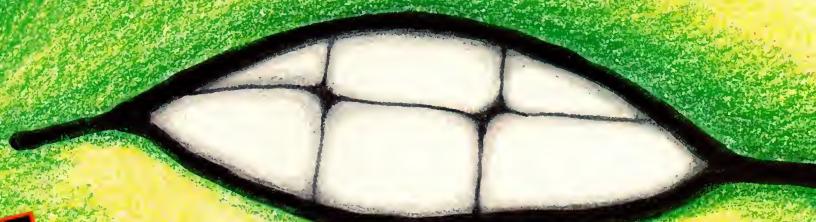
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# Cluy Fighter™

## HE'S A MAJOR KI



**ULTRA  
TURBO**  
& HEAD TO HEAD  
FIGHTING  
ACTION

# BLOB

# STICK IN THE MASS!

Meet Blob. A hilarious, bizarre mess of radio-active clay, ready to do battle. Blob's a Clay Fighter and a master of goojitsu, able to squash his opponents in a single leap. Forming himself into a vicious attacking shoe, Blob will give anyone the boot. So watch Blob and all the other Clay Fighters "goo for it" in the outrageous adventure that will leave you hysterical.



**TOP TEN REASONS TO PLAY CLAY FIGHTER.**

10. Interact with radioactive materials - right in your home!
9. Tiny was recently cleared of allegations of steroid use.
8. Taffy's amazing resemblance to Al Gore.
7. Computer screen turns your face a really cool - and disgusting - shade of green.
6. Chicks dig Bad Mr. Frosty.
5. You won't be condemned for mutilating them. (It's not like they're mortal or something).
4. Slimier than your math teacher.
3. You can't poke your eye out with it.
2. Everyone needs a friend named "Blob".

And the #1 reason to play Clay Fighter: YOU TELL US!!! Send us a postcard telling us your #1 reason for playing Clay Fighter. The ten best reasons will be printed on our next ad and the winner will receive:

1st place prize - A brand new 27 inch stereo RCA color track portable television set and 3 Interplay SNES games.  
2nd place prize - 3 Interplay SNES games and a Clay Fighter baseball cap.  
3rd - 10th place prizes - A Clay Fighter poster and temporary tattoos.

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**SUPER NES**

# UNDERCOVER COPS

**UNDERCOVER COPS**

Irem

U.S.A. 1991

**FACT FILE**  
**UNDERCOVER COPS**

MANUFACTURER	# OF PLAYERS
IREM	1
DIFFICULTY	AVAILABLE
MODERATE	1st Qtr. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
ACTION	70%

**THE GOOD**

Lots of killer moves and technique with your characters.

**THE BAD**

A bit sloppy game play, but then again this game is not finished.

**THE UGLY**

The obese second Boss and the little jig it does when you get hit.

**T**he arcade game is now coming to the Super NES! Pick one of three "City Sweepers": tough cops trying to bring down some slimy criminals! Each has special moves that diminishes his or her life meter when they hit someone, but their life meters can be replenished with a variety of food icons that can be collected! On the other hand, you will lose a life when the life meter is completely diminished, so be careful! There are also several large objects that can be picked up and used for help when fighting truly big enemies!

PICK FROM ONE OF THREE "CITY SWEEPERS:"

**UNDERCOVER COPS**

CS #001

ZAN  
TAKAHARA

FLURRY KICK:  
Death clinch of  
super kicks



SPECIAL:  
Circular aerial  
death kick

**UNDERCOVER COPS**

CS #019

MATT  
GABLES

DRIVER:  
Overhead two  
arm smash



SPECIAL:  
Fiery ground  
napalm punch

**UNDERCOVER COPS**

CS #189

ROSA  
FELDMONDE

FLYIN' FANNY:  
No explanation  
necessary



SPECIAL:  
Twirl with  
whole body

**LEVEL 1: THE DOCKS**

Fight your way across the docks! The Boss is a big robot you must throw in a 20-ton press to destroy!



BADDIES:  
WITH BOSS:

BOSS 1:  
PARCS

**LEVEL 2: HIGHWAY**

Wrestle with baddies on an elevated highway! The obese Boss uses a jackhammer to make objects fall on your head!



BOSSSES:  
HIGHWAY



BOSS 2:  
FRANSWORS

**LEVEL 3: SANDY BEACH**

A rat-infested beach is your next level! The Boss is a burrowing robot with slashing claws and machine guns!



RATS AND  
LANDMINES:

BOSS 3:  
MOGULLIANG



# THE BATTLE TO SURVIVE JUST GOT UGLY!



Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!



As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien



Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.

Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and



beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers -

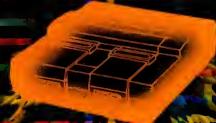
you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to

**ACTIVISION**

hideous face for the very first time on Super NES and Game Boy from Activision.

ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

Alien and Predator TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved.



### FACT FILE RIDDICK BOWE BOXING

MANUFACTURER	# OF PLAYERS
EXTREME	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	25+
THEME	% COMPLETE
SPORTS	100%

**G**ood evening ladies and gentleman! Welcome to tonight's main event, the heavyweight championship of the world! It is a once in a lifetime event, and you get the chance to lace up your boots, put on the gloves and go against the toughest fighter in the world. As you step into the ring, your mind becomes a total blur because you can't help but wonder if you've trained enough for this battle. It not only challenges your physical strength, but also your mental ability to outbox and outsmart the heavyweight champion of the world—Riddick Bowe. In Riddick Bowe Boxing, you and another player can choose between 25 boxers or have the option of creating a career boxer and fighting your way from 25th place to the number one spot. After creating your boxer, the wins and losses stats are saved in the game with a battery backup which is a very useful feature in the cart.

#### THE GOOD

There are enough options and different boxers to experiment with to keep players busy.

#### THE BAD

It is one of those games that if you play for more than five minutes, your hands start to cramp up.

#### THE UGLY

The sound of the crowd gets to be annoying after a while, and the boxers look ugly after 12 rounds.

### LOW JAB



### HIGH JAB



### LOW UPPERCUT



### HIGH UPPERCUT



After the fight, it's back to the gym for some training to improve your power, speed and stamina.



In the Career Mode, design the ultimate boxer by utilizing many of the game's customizing features.

When fighting, minimize the damage inflicted by opponents by blocking punches with your gloves.



Start your career ranked in 25th place, but fight all the way to the heavyweight championship.



Keep an eye on your power meter, or you might be throwing in the towel sooner than you think.



# Riddick Bowe Boxing

# CHIPS &BITS

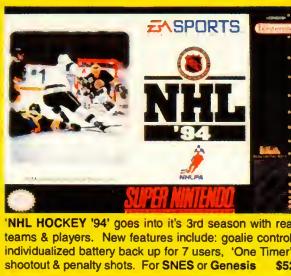
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buy. Defectives replaced with same product.  
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**HANDLING \$2 PER SHIPMENT**



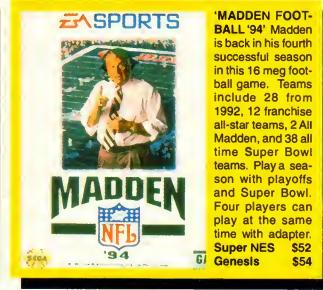
'NHL HOCKEY '94' goes into it's 3rd season with real teams & players. New features include: goalie control, individualized battery back up for 7 users, 'One Timer', shootout & penalty shots. For SNES or Genesis \$52



**'SECRET OF MANA'** Evil has been released unto the world and Mana, which has been scattered to the four winds, is only force that can restore order. One warrior must undertake a journey to retrieve the parts. \$59



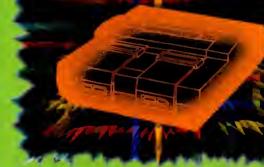
**'ART OF FIGHTING'** Ryo must brave the mean streets in order to rescue his kidnapped sister. Team up and defeat the toughest fighters, each who possesses special skills that will be hard to counter. \$59



**MADDEN FOOTBALL '94** Madden is back in his fourth successful season in this 16 meg football game. Teams include 28 from 1992, 12 franchise all-star teams, 2 All Madden, and 38 all-time Super Bowl teams. Play a season with playoffs and Super Bowl. Four players can play at the same time with adapter. Super NES \$54 Genesis \$54

GEN HARDWARE	GEN ADVENTURE	GEN SPORTS	SNES ADVENTURE	SNES SIMULATION	TURBO GRAFIX
Genesis System 2 \$99	Dragon's Lair CD \$49	ESPN Baseball or FB \$54	Jurassic Park \$56	Airborne Ranger \$49	Turbo Duo \$289
Genesis CD System \$229	Golden Axe 3 \$49	Joe Montana Football \$54	Last Action Hero \$54	Battle Cars \$49	Madden FB Super Card \$44
4 Way Play Adapter \$22	Haunting \$47	Madden Football 94 \$54	Mario & Wario \$54	Chopkiller 3 \$49	RoboTech 2036 SCD \$44
6 Button Arcade Stick \$44	Hook \$49	Mutant League Football \$59	Mege Man X \$54	FX Trax \$56	Wizardry 1 & 2 Super Card \$44
6 Button Control Pad \$19	Incredible Hulk \$54	Mutant League Football \$59	Metal Combat \$48	Grand Prix 1 \$49	World Heroes Super CD \$46
Asic Pad 6 Button \$28	Indiana Jones CD \$43	NBA BB (car/CD) \$49	Pink Panther \$49	Jaguar Racing \$52	
F-16 Wireless Pad \$42	Jim Powers Lost Dom \$49	NBA Jam Session \$54	Ren & Stimpy Show \$52	Lock On \$49	
Fighter Stick \$33	King of the Card \$49	NBA Showdown \$54	Robocop Vs Terminator \$56	Nigel Mansell WC Race \$52	
Genesis Activator \$79	Legend Act Hero (car/CD) \$49	NFL Greatest Team \$54	Ricky Rodent \$49	Red Line F1 Racer \$49	
Power Plug \$34	Out of This World \$49	NHL Hockey (car/CD) \$49	Sky Blazing \$49	Rock & Roll Racing \$49	
Remote Control Pad \$38	Rebel Assault CD \$49	NHL Pro Spots Talk FB \$49	Star Wars Next General \$49	Speed Racer \$56	
Sega Virtual Reality \$99	Ren & Stimpy Show \$49	NHL Pro Spots Talk FB \$49	Sunset Riders \$49	Super Tank \$49	
	Res of the Dragon CD \$43	Tecmo Super Bowl \$56	Super Empire Strike Back \$55	Super Charge HQ \$49	
	Roar of the Beast \$46	Unnecessary Roughne \$56	Super Godzilla \$54	Super Off Road/Baja \$49	
	Robocop Vs Terminator \$56	WWF-Wrestlemania \$56	Super Return of Jedi \$54	Top Gear \$49	
	Rocket Knight Advent \$46	Wimbledon Tennis \$46	T2 Judgement Day \$49	Turn & Brn/No Fly Zone \$54	
	Rolling Thunder 3 \$49	World Series Baseball \$49	Time Killers \$56	Wing Com Secret Miss \$52	
BattleToad/Dble Dragon \$49	Sonic the Hedgehog 2 \$46		Time Slip \$49		
Eternal Champions \$56	Sonic the Hedgehog 3 \$56		Young Merlin \$49		
Fatal Fury 2 \$54	Splatterhouse 3 \$54				
Fighting the Monsters 2 \$46	Star Trek: Generations \$54				
Mortal Kombat \$46	Star Trek: Generations \$54				
Mortal Kombat CD \$46	Star Trek: Generations \$54				
Street Fighter 2 Champ \$62	T2:Judgement Day \$42				
Streets of Rage 3 \$59	Terminator CD \$49				
TMNT:Tournament Fight \$56	Toejam & Earl 2 \$46				
	Young Indy Jones Chrn \$43				
GEN KICK & PUNCH	GEN SHOOTER	SNES HARDWARE	SNES ADVENTURE	SNES SPORTS	SNES GRAFIX
Battletoch (car/CD) \$52	Gauntlet 4 \$46	Super NES System \$139	Brett Hull Hockey \$56	ESPN Baseball or FB \$56	Turbo Grafix 16
Dark Wizard CD \$43	Grindstermer \$46	Capcom FP Stick \$59	ESPN Baseball or FB \$56	Madden Football 94 \$54	Turbo Grafix 16
Enduro \$49	Custer Heroes \$44	Fighter Stick \$59	Dungeon Master \$59	NBA Jam Session \$54	Turbo Grafix 16
Mag & Magic 2 or 3 \$49	Lethal Enforcers w/gun \$69	Game Genie \$54	Equinox \$52	NBA Showdown \$54	Turbo Grafix 16
Phantasy Star \$69	Ranger X \$43	Power Plug \$54	Eye of the Beholder \$59	NHL Quarterback Club \$59	Turbo Grafix 16
Pirates! Gold \$49	Silphseed CD \$43	Programmable Pad \$54	Home Journey \$59	NHL Hockey 94 \$59	Turbo Grafix 16
Sorcerers Kingdom \$49	Soldier of Fortune \$54	Remote Control Pad \$39	Lord of the Rings \$54	Quidlock Boxing \$52	Turbo Grafix 16
Star Quest \$52	Third World War CD \$52	Sup Multi-Tap & Bomber \$59	Lost Mission \$52	TKO 2 \$52	Turbo Grafix 16
Wrath of Gods \$49	Total Carnage (car/CD) \$49	TopFighter 9 But Stick \$52	Lufia \$54	Tecmo Super Bowl \$54	Turbo Grafix 16
		Wireless Control Pad \$42	Might & Magic 2 \$52	WWF-Royal Rumble \$56	Turbo Grafix 16
			Oblitus \$56	Winter Olympics \$54	Turbo Grafix 16
			Oblivion's Quest \$54	World Soccer 94 \$49	Turbo Grafix 16
			Secret of Mana \$54		
			Ultima 6 \$59		
			Warrior of Rome 3 \$54		
GEN ROLE PLAYING	GEN SHOOTERS	SNES ADVENTURE	SNES ROLE PLAYING	SNES SPORTS	SNES GRAFIX
Battletech (car/CD) \$52	ActRaiser 2 \$52		Brett Hull Hockey \$56	ESPN Baseball or FB \$56	Turbo Grafix 16
Dark Wizard CD \$43	Aladdin \$56		ESPN Baseball or FB \$56	Madden Football 94 \$54	Turbo Grafix 16
Enduro \$49	Alien vs Predator \$49		Dungeon Master \$59	NBA Jam Session \$54	Turbo Grafix 16
Mag & Magic 2 or 3 \$49	Benmane/Ravage Joker \$49		Equinox \$52	NBA Showdown \$54	Turbo Grafix 16
Phantasy Star \$69			Eye of the Beholder \$59	NHL Quarterback Club \$59	Turbo Grafix 16
Pirates! Gold \$49			Home Journey \$59	NHL Hockey 94 \$59	Turbo Grafix 16
Sorcerers Kingdom \$49			Lord of the Rings \$54	Quidlock Boxing \$52	Turbo Grafix 16
Star Quest \$52			Lost Mission \$52	TKO 2 \$52	Turbo Grafix 16
Wrath of Gods \$49			Lufia \$54	Tecmo Super Bowl \$54	Turbo Grafix 16
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Battletech (car/CD) \$52	ActRaiser 2 \$52		Brett Hull Hockey \$56	ESPN Baseball or FB \$56	Turbo Grafix 16
Dark Wizard CD \$43	Aladdin \$56		ESPN Baseball or FB \$56	Madden Football 94 \$54	Turbo Grafix 16
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Mag & Magic 2 or 3 \$49	Benmane/Ravage Joker \$49		Equinox \$52	NBA Showdown \$54	Turbo Grafix 16
Phantasy Star \$69			Eye of the Beholder \$59	NHL Quarterback Club \$59	Turbo Grafix 16
Pirates! Gold \$49			Home Journey \$59	NHL Hockey 94 \$59	Turbo Grafix 16
Sorcerers Kingdom \$49			Lord of the Rings \$54	Quidlock Boxing \$52	Turbo Grafix 16
Star Quest \$52			Lost Mission \$52	TKO 2 \$52	Turbo Grafix 16
Wrath of Gods \$49			Lufia \$54	Tecmo Super Bowl \$54	Turbo Grafix 16
GEN HARDWARE	GEN ADVENTURE	GEN SPORTS	SNES ADVENTURE	SNES SIMULATION	TURBO GRAFIX
Genesis System 2 \$99	Dragon's Lair CD \$49	ESPN Baseball or FB \$54	Jurassic Park \$56	Airborne Ranger \$49	Turbo Duo \$289
Genesis CD System \$229	Golden Axe 3 \$49	Joe Montana Football \$54	Last Action Hero \$54	Battle Cars \$49	Madden FB Super Card \$44
4 Way Play Adapter \$22	Haunting \$47	Madden Football 94 \$54	Mario & Wario \$54	Chopkiller 3 \$49	RoboTech 2036 SCD \$44
6 Button Arcade Stick \$44	Hook \$49	Mutant League Football \$59	Mege Man X \$54	FX Trax \$56	Wizardry 1 & 2 Super Card \$44
6 Button Control Pad \$19	Incredible Hulk \$54	Mutant League Football \$59	Metal Combat \$48	Grand Prix 1 \$49	World Heroes Super CD \$46
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Sega Virtual Reality \$99	Ren & Stimpy Show \$49	Tecmo Super Bowl \$56	Sunset Riders \$49	Super Tank \$49	
	Res of the Dragon CD \$43	Wimbledon Tennis \$46	Super Empire Strike Back \$55	Super Charge HQ \$49	
	Roar of the Beast \$46	World Series Baseball \$49	Super Godzilla \$54	Super Off Road/Baja \$49	
	Robocop Vs Terminator \$56		Super Return of Jedi \$54	Top Gear \$49	
	Rocket Knight Advent \$46		T2 Judgement Day \$49	Turn & Brn/No Fly Zone \$54	
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BattleToad/Dble Dragon \$49	Sonic the Hedgehog 2 \$46		Time Slip \$49		
Eternal Champions \$56	Sonic the Hedgehog 3 \$56		Young Merlin \$49		
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Fighting the Monsters 2 \$46	Star Trek: Generations \$54				
Mortal Kombat \$46	Star Trek: Generations \$54				
Mortal Kombat CD \$46	T2:Judgement Day \$42				
Street Fighter 2 Champ \$62	Terminator CD \$49				
Streets of Rage 3 \$59	Toejam & Earl 2 \$46				
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Enduro \$49	Custer Heroes \$44	Fighter Stick \$59	Dungeon Master \$59	NBA Jam Session \$54	Turbo Grafix 16
Mag & Magic 2 or 3 \$49	Lethal Enforcers w/gun \$69	Game Genie \$54	Equinox \$52	NBA Showdown \$54	Turbo Grafix 16
Phantasy Star \$69	Ranger X \$43	Power Plug \$54	Eye of the Beholder \$59	NHL Quarterback Club \$59	Turbo Grafix 16
Pirates! Gold \$49	Silphseed CD \$43	Programmable Pad \$54	Home Journey \$59	NHL Hockey 94 \$59	Turbo Grafix 16
Sorcerers Kingdom \$49	Soldier of Fortune \$54	Remote Control Pad \$39	Lord of the Rings \$54	Quidlock Boxing \$52	Turbo Grafix 16
Star Quest \$52	Third World War CD \$52	Sup Multi-Tap & Bomber \$59	Lost Mission \$52	TKO 2 \$52	Turbo Grafix 16
Wrath of Gods \$49	Total Carnage (car/CD) \$49	TopFighter 9 But Stick \$52	Lufia \$54	Tecmo Super Bowl \$54	Turbo Grafix 16
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Genesis System 2 \$99	Dragon's Lair CD \$49	ESPN Baseball or FB \$54	Jurassic Park \$56	Airborne Ranger \$49	Turbo Duo \$289
Genesis CD System \$229	Golden Axe 3 \$49	Joe Montana Football \$54	Last Action Hero \$54	Battle Cars \$49	Madden FB Super Card \$44
4 Way Play Adapter \$22	Haunting \$47	Madden Football 94 \$54	Mario & Wario \$54	Chopkiller 3 \$49	RoboTech 2036 SCD \$44
6 Button Arcade Stick \$44	Hook \$49	Mutant League Football \$59	Mege Man X \$54	FX Trax \$56	Wizardry 1 & 2 Super Card \$44
6 Button Control Pad \$19	Incredible Hulk \$54	Mutant League Football \$59	Metal Combat \$48	Grand Prix 1 \$49	World Heroes Super CD \$46
Asic Pad 6 Button \$28	Indiana Jones CD \$43	NBA BB (car/CD) \$49	Pink Panther \$49	Jaguar Racing \$52	
F-16 Wireless Pad \$42	Jim Powers Lost Dom \$49	NBA Jam Session \$54	Ren & Stimpy Show \$52	Lock On \$49	
Fighter Stick \$33	King of the Card \$49	NBA Showdown \$54	Robocop Vs Terminator \$56	Nigel Mansell WC Race \$52	
Genesis Activator \$79	Legend Act Hero (car/CD) \$49	NFL Greatest Team \$54	Ricky Rodent \$49	Red Line F1 Racer \$49	
Power Plug \$34	Out of This World \$49	NHL Pro Spots Talk FB \$49	Sky Blazing \$49	Rock & Roll Racing \$49	
Remote Control Pad \$38	Rebel Assault CD \$49	NHL Pro Spots Talk FB \$49	Star Wars Next General \$49	Speed Racer \$56	
Sega Virtual Reality \$99	Ren & Stimpy Show \$49	Tecmo Super Bowl \$56	Sunset Riders \$49	Super Tank \$49	
	Res of the Dragon CD \$43	Wimbledon Tennis \$46	Super Empire Strike Back \$55	Super Charge HQ \$49	
	Roar of the Beast \$46	World Series Baseball \$49	Super Godzilla \$54	Super Off Road/Baja \$49	
	Robocop Vs Terminator \$56		Super Return of Jedi \$54	Top Gear \$49	
	Rocket Knight Advent \$46		T2 Judgement Day \$49	Turn & Brn/No Fly Zone \$54	
	Rolling Thunder 3 \$49		Time Killers \$56	Wing Com Secret Miss \$52	
BattleToad/Dble Dragon \$49	Sonic the Hedgehog 2 \$46		Time Slip \$49		
Eternal Champions \$56	Sonic the Hedgehog 3 \$56		Young Merlin \$49		
Fatal Fury 2 \$54	Splatterhouse 3 \$54				
Fighting the Monsters 2 \$46	Star Trek: Generations \$54				
Mortal Kombat \$46	Star Trek: Generations \$54				
Mortal Kombat CD \$46	T2:Judgement Day \$42				
Street Fighter 2 Champ \$62	Terminator CD \$49				
Streets of Rage 3 \$59	Toejam & Earl 2 \$46				
TMNT:Tournament Fight \$56	Young Indy Jones Chrn \$43				
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Battletoch (car/CD) \$52	Gauntlet 4 \$46	Super NES System \$139	Jurassic Park \$56	Airborne Ranger \$49	Turbo Duo \$289
Dark Wizard CD \$43	Grindstermer \$46	Capcom FP Stick \$59	Last Action Hero \$54	Battle Cars \$49	Madden FB Super Card \$44
Enduro \$49	Custer Heroes \$44	Fighter Stick \$59	Mario & Wario \$54	Chopkiller 3 \$49	RoboTech 2036 SCD \$44
Mag & Magic 2 or 3 \$49	Lethal Enforcers w/gun \$69	Game Genie \$54	Mege Man X \$54	FX Trax \$56	Wizardry 1 & 2 Super Card \$44
Phantasy Star \$69	Ranger X \$43	Power Plug \$54	Metal Combat \$48	Grand Prix 1 \$49	World Heroes Super CD \$46
Pirates! Gold \$49	Silphseed CD \$43	Programmable Pad \$54	Pink Panther \$49	Jaguar Racing \$52	
Sorcerers Kingdom \$49	Soldier of Fortune \$54	Remote Control Pad \$39	Ren & Stimpy Show \$52	Lock On \$49	
Star Quest \$52	Third World War CD \$52	Sup Multi-Tap & Bomber \$59	Robocop Vs Terminator \$56	Nigel Mansell WC Race \$52	
Wrath of Gods \$49	Total Carnage (car/CD) \$49	TopFighter 9 But Stick \$52	Ricky Rodent \$49	Red Line F1 Racer \$49	
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6 Button Arcade Stick \$44	Hook \$49	Mutant League Football \$59	Mege Man X \$54	FX Trax \$56	Wizardry 1 & 2 Super Card \$44
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Enduro \$49	Custer Heroes \$44	Fighter Stick \$59	Mario & Wario \$54	Chopkiller 3 \$49	RoboTech 2036 SCD \$44
Mag & Magic 2 or 3 \$49	Lethal Enforcers w				

GEN ADVENTURE	GEN SIMULATIONS	GEN SLEUTHING	GEN SCIENCE FICTION	GEN HORROR	GEN FANTASY	GEN ROMANCE	GEN GAMES
Aladdin \$49		Bug Yarrow: Rabbit Ramp \$54	NBA Jam Session \$38				November 1st through
Alien vs Predator \$49	AH-3 Firehawk CD \$44	Chester Cheetah \$2	NFL FA Joe Bonamassa \$38				December 30th or while
Belle's Quest \$46	Abrams Battle Tank \$48	Chester Rock 1 or 2 \$49	BattleToad/Dble Dragon \$56	Ren & Stimpy Show \$36			supplies last
Castlevania \$46	After Burner 3 CD \$34	Circus Maximus \$49	Clipper \$52	Sonic Chaos \$36			
Chester Cheetah 2 \$46	F15 Strike Eagle 2 \$48	Congo's Caper \$39	Fatal Fury 2 \$59	X Men \$34			
Chuck Rock 2 (car/CD) \$49	Ground Zero Texas CD \$49	Dracula \$52	Final Fight 2 \$52				
Chungking (car/CD) \$49	Hawk \$49	Dido \$42	King of the Monsters \$22				
Crystal Defense D/W/RC \$49	King of the Hill \$49	Genghis Khan \$48	Kombat \$59				
Dinosaurs for Hire \$46	Pacific War \$49	Gordo 100 \$42	Kontra \$49				
Dracula \$52	Pacific Theaters Ops \$57	Incredible Hulk \$54	Lethal Enforcers \$49				
Dracula Unleashed CD \$43	Virtua Racing \$56	Jim Powers Lost Dimension \$54	Mortal Kombat \$59				
	Wing Commander CD \$42	Joe & Mac 2 \$54	Neon Steel Combat \$42				
		King of the Monsters \$22	Parasol \$59				
		Samurai Showdown \$56	Samurai Showdown \$56				
		Ultimate Fighter \$56	TurboGrafx \$59				
		World Heroes \$42	World Heroes 2, \$199				

**FACT FILE**  
**CLAYMATES**

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	1st Qtr. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	34+
THEME	% COMPLETE
ACTION	95%

The story unfolds in Mudville, USA as your father, Professor Putty, has been busy trying to invent a serum to turn people into clay, believe it or not. The only problem is that Professor Putty doesn't realize that the evil Witch Doctor Jobo already has this mystical power, and is going to put a stop to anyone who tries to acquire it. The jealous Witch Doctor Jobe captures your father and transforms you into a ball of clay. To rescue your father from the evil clutches of Jobe is going to take all of your strength, courage and determination. Your adventure begins in your own backyard but will cover many areas throughout the world. Little does the Witch Doctor know that when he turned you into a ball of clay, he also gave you the ability to transform into different animals as you search for hidden pieces of clay throughout your vast journey across the globe. Claymates features large, complex levels, tons of power-ups and awesome bonus levels.

**THE GOOD**

Many areas are hard to reach because of the diversity of characters and their different abilities.

**THE BAD**

When you are reduced to the clay ball, the game gets very frustrating because of the lack of movement.

**THE UGLY**

There's nothing ugly at all about this game, take a look at the first two Bosses and decide for yourself.



You start your adventure as the clay ball, with the abilities to jump and punch to either side.

**CLAY BALL****OOZY**

This radical rodent has the speed of a Ferrari, the roar of a tiger, and can fit anywhere.

**MUCKSTER**

Goopy, the bubble-splitting Guppy is a must when exploring the underwater levels.

This cool kitty attacks with its front claws, and has the awesome ability to scale up the side of trees.

**GOOPY**

This daring duck loves to fly, but needs to learn how to stay in the air more than a couple seconds.

**DOH-DOH**

This gopher has one mean paw when it comes to tossing acorns. He loves digging deep holes.



There are many special hidden areas to find.

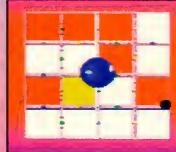


If you lose a life you can start over at a checkpoint.



Claymates features great scaling and rotation.

In this bonus level, the object is to bounce your clay ball onto the correct squares as they change colors.



By finding all four letters of the word CLAY you can play the second bonus game called pachinko balls.



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STREET FIGHTER II  
CHAMPION ED.  
from Capcom.

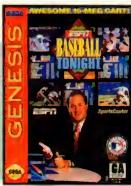


MORTAL KOMBAT  
from Acclaim.

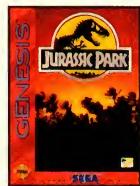


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JOE MONTANA  
from Sega.

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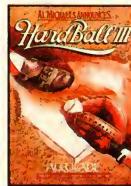


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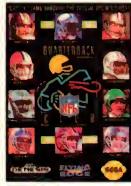
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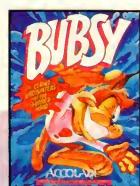


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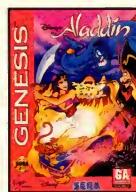
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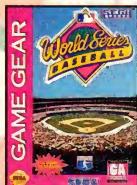


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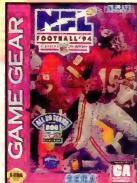
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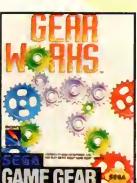
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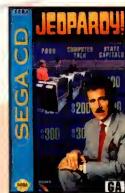
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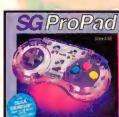
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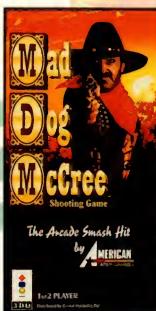
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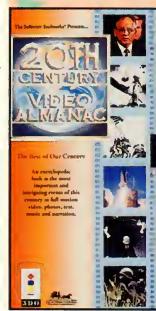
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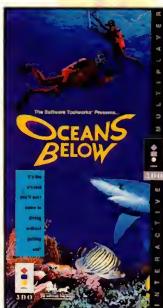
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But be prepared, because Tournament Fighters for Super NES,® Sega Genesis and NES™ puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage

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warrior drooling  
with anticipation.

One game,  
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**Hit the streets and pound more than pavement!**

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# TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™



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## ERIK THE SWIFT



This Viking is the quickest of the three with the power to jump. He also has a hard head! He doesn't have any offensive or defensive skills.



While running use his head to bash through walls!



He can leap up high to reach icons.

### THE GOOD

This is an awesome light-hearted puzzle game with enough cool stuff to keep you going for hours!

### THE BAD

If one of your Vikings should happen to die, you cannot complete the level, and have to start over.

### THE UGLY

The way these poor guys die when they hit the lava. They just sort of dissolve!

# THE LOST VIKINGS



## BALEOG THE BERSERKER



Baleog doesn't believe in defense—he's all offense. He has two different attacks: the sword and the bow. He is the fiercest Viking!



Use his arrows to kill enemies or hit switches.



His sword slash is good for killing enemies up close.



Use the shield over your head to ward off things.



Block frontal assaults by holding the shield.



## OLAF THE STOUT



Olaf the Stout is the defensive Viking. No enemy or attack can penetrate his shield, which he holds in front of him or over his head.



Use the shield over your head to ward off things.



Block frontal assaults by holding the shield.

### FACT FILE



#### THE LOST VIKINGS

##### MANUFACTURER

INTERPLAY

##### # OF PLAYERS

1 OR 2

##### DIFFICULTY

AVAILABLE

##### MODERATE

JANUARY

##### CARTRIDGE SIZE

##### NUMBER OF LEVELS

8 MEG

43

##### THEME

##### % COMPLETE

PUZZLE

90%

**A**fter a long successful day of hunting, Erik the Swift, Baleog the Berserker, and Olaf the Stout settle down for a good night's rest. Later that night a huge space ship comes and kidnaps all three of them! They find themselves on a huge ship with no idea of what's going on. Little do they know they were captured by the evil Crutonain ruler, Tomator who plans to put them on exhibit. The Vikings try to escape only to find that every door takes them to a different land and time. They find themselves anywhere from ancient earth where dinosaurs are after them, to ancient Egyptian temples, all the while cracking jokes and making you laugh.

Join the Vikings in their quest to return to their homeland and their beloved women.

# the ship

The Vikings are now in a strange new world of technology and aliens.

They must search through this ship in order to find a way out of their captivity. Try to use all of their skills to escape the traps that lie within.



Hop on the elevator to reach different levels of the ship. When you come to a wall, and there is no way around it, just use Erik's hard head and smash through it! Don't worry, all he gets is a headache.



Use a bomb that you found earlier in the stage to blow up the computer that controls the security on the ship. Only then can you reach the only exit on this stage. Don't stand too close or you'll blow up too!



In order to get out, all three of the Vikings must make it to the exit. If even one dies all three will have to go through the level again. Listen to what these guys say, it's really funny and helps to tell the story!

## PREHISTORIC TIMES



Beware the giant snails and dinosaurs that rule this ancient land and search for the many hidden items you'll find stashed in the walls and ceiling.

## viking icons

### BOMBS



Bombs blow up the main computer.

### BLOCK



Gives you vital information and clues.

### PEACH



Restores one Viking's health point.

### MEAT



Restores all your Viking health.

## the caverns

In this underground world you will have to fight off attacks from monsters and cave dwellers alike. Giant spitting snails are everywhere and you can't always have a shield in front of you, so be careful! There is also a part where you have to ride a bubble to reach the next higher level!



**Build an insanely  
over-priced  
sports car.  
drive it  
as fast as  
possible.  
And laugh  
in the face of  
authority.**



*{Just don't cry when  
you're sharing a cell  
with a big fat guy who  
picks his nose.}*



Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.

**The model makes the game better. The game makes the model better.™**



EUROPEAN  
RACERS



The game has tons of cool video clips just like this one. Only different.

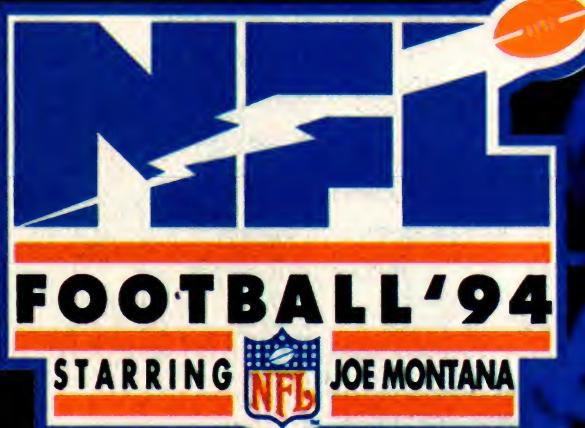
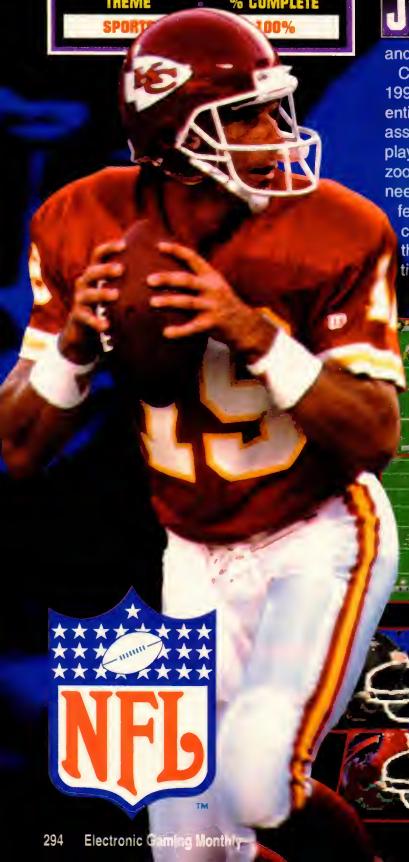




## FACT FILE

### NFL FOOTBALL '94

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
SPORTS	100%



**J**oe Montana takes his game to an even higher level. Now it's on the video game screen with all the thrills and excitement of the gridiron.

Choose from 20 NFL teams with their 1993-94 roster and grind it out through an entire season. You can pick from a huge assortment of plays, then listen to the play-by-play commentary. There is a cool zoom feature that takes place when you need a closer look at the action. The best feature is the passing cursor where you can pass to any receiver anywhere on the field. This takes some precision timing. This game really scores big!

### PLAY IN THREE DIFFERENT WEATHER CONDITIONS



### THE GOOD

All the NFL teams make this pigskin classic closer to the real thing. Great tackles and grunt sounds!

### THE BAD

The play-by-play commentary can be annoying to some. At least you have the option to turn it off.

### THE UGLY

You can totally clock some unsuspecting ball carrier splat-flat on the ground. Pancakes anyone?

## CHOOSE TO PLAY A GAME FROM MANY DIFFERENT PERSPECTIVES



BLIMP



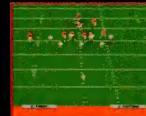
HORIZONTAL



VERTICAL DEF



VERTICAL OFF



VERT. PER DEF



VERT. PER OFF

### PASSING OFFENSE

### WHAT A PLAY!!

### RUN OFFENSE



### UNIQUE PASSING

### DEFENSIVE FORMATIONS

### ZOOM FEATURE



Using a cursor move around, passing to any open receivers anywhere on the field.

When you need a closer look at the fast-paced action, use the zoom feature.



**GENESIS****FACT FILE****T2  
JUDGMENT DAY**

MANUFACTURER	# OF PLAYERS
FLYING EDGE	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A MEG	8
THEME	% COMPLETE
ACTION	100%

**PRIMARY DIRECTIVES:**

Each of the levels has several doors you must enter to find items or people you are programmed to protect! In each level, you

# T2 JUDGMENT DAY

**F**irst there was T2: The Arcade Game with the Menacer, now there is T2: Judgment Day! This game is more along the plot of the movie, with each level based on a scene from the hit flick. You control the T-800, and you must protect John Connor from the menacing T-1000 that can melt itself into any form. There are several vertical- and horizontally-scrolling levels, including some overhead perspective driving sequences to take you from place to place. However, the T-800 has a limited power supply that gets diminished with each hit it takes. You

must find and collect future objects. These are pieces of technology sent back in time that will be found by Skynet and be used to build their super computer! When you see

start with your power at 100 percent. Once that is explored, there is a backup power supply that gives you 50 percent more power. Give your power meter a boost by finding some of the recharge items hidden in the levels. There are also plenty of weapons to find needing ammunition, like shotguns and machine guns, so find the ammo to keep them reloaded! If John Connor is killed anywhere during the game, you will be transported back to the future and the game will end. Save the world with a Terminator in T2: Judgment Day, or face a nuclear fate.

one of these items, shoot the top of it and collect the item inside by kneeling over it! In each level, collect every object in order to exit the level.

**LEVEL 1: THE TRUCKSTOP****LEVEL ONE****TRUCKSTOP**

Just transported into the past, acquire clothing, weapons and John Connor's address. You can inspect items by getting in front (or behind) them and pressing UP. To get weapons and other items on the floor, get over the item and crouch down while pressing B.

**LEVEL TWO****JOHN CONNOR'S HOUSE**

This is your first overhead driving scene! Use the compass at the top of the screen to show where you have to go. At John Connor's house, shoot the alarm out first, then enter the house in search of future items and John's ID. The T-1000 will meet you here.



**PROFILE DATA****THE TERMINATOR: A REPROGRAMMED T-800, MODEL 101**

This time you control the Terminator! Your primary goal: protect John Connor!

**TERMINATOR: CYBERDINE SERIES  
SPECIFICATIONS: SERIES T800 MODEL 101**

**PRIMARY BATTERY EFFICIENCY:** 100 percent  
**BATTERY EFFICIENCY IS REDUCED BY TAKING DAMAGE.**  
**BATTERY EFFICIENCY IS RESTORED BY ACQUIRING FIRST AID PACKETS.**  
**SECONDARY POWER:** 50 percent  
**WHEN PRIMARY BATTERIES REACH 0% EFFICIENCY, POWER WILL BE REROUTED FROM SECONDARY POWER SOURCE AT 50 percent EFFICIENCY.**  
**WHEN THIS IS EXHAUSTED, UNIT SHUTDOWN WILL OCCUR.**

**WEAPONS:**

Find these helpful weapons hidden in the various levels:



**SHOTGUN:**  
Powerful short blasts

**PISTOL:**  
Fire single shots.

**M-16:**  
Powerful machine gun

**T-1000: PROFILE**

The prototype T1000 Terminator is constructed of mimetic polyalloy, a form of liquid metal. It can turn itself into a variety of objects until ready to strike. You can deter the T-1000 by shooting it repeatedly, or by shooting an object that explodes near it. The T-1000 will be repelled by extreme heat or cold temperatures.

**A CAMOUFLAGED T-1000:  
YOU MUST ALWAYS BE ON GUARD**

FUTURE OBJECTS: "X" marks the spot for these items that must be collected in each level!

**FRIENDLIES:  
PROTECT THE CONNORS FROM THE T-1000**

**JOHN CONNOR:**  
 Your primary directive is to find and protect John Connor. You can find him at the arcade in the shopping mall. Make sure he doesn't get wounded too badly. If he dies, it's game over for you!

**SARAH CONNOR:**

Find Sarah Connor in the Pescadero State Mental Hospital. Sarah will aid you in the mission by using firearms to help the Terminator! However, she will only leave the hospital if John is with you.

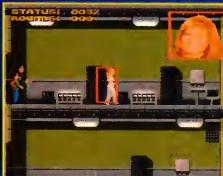
**LEVEL THREE****SHOPPING MALL**

Search the mall for John Connor! However, make sure to take the machine gun out of the Guns 'N' Ammo store! Find all the future objects first, then get John Connor out of the arcade. The T-1000 will be hot on your tail, so put him down as quickly as possible.

**LEVEL FOUR****PESCADERO HOSPITAL**

Find Sarah Connor through the halls of the mental hospital.

There are several police officers and other employees that must be neutralized. Find the hospital's main computer to locate Sarah Connor and take John to her location in order for her to leave.



KONAMI®  
presents

# ZOMBIES

ATE MY  
NEIGHBORS

TM



# "I LAUGHED. I CRIED. I SCREAMED BLOODY MURDER."

Anita Placetohide  
*-Amityville Herald*



Only Konami® could bring something so demented and sick to your Super NES® and your Sega™ Genesis™ Action! Adventure! A real scream! A must see!!

**"55 levels of sheer terror.  
Not a dry seat in the house."**

*-Washington Post Mortum*

## "MORE FRIGHTENING THAN YOUR MOM AT A THRASH CONCERT."



**Slash Meeup-Rolling Tombstone**

Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

## "Somebody help me! Help me please!"



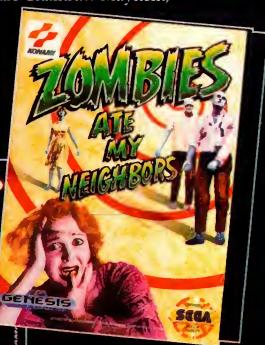
**B.A. Goner-New York Times Up**

Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "HedgeMaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on

the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!

**KONAMI®**

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# GENESIS



## FACT FILE

### BELLE'S QUEST

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	5
THEME	% COMPLETE
RPG	100%

### THE ROAR

Send Belle into the background to avoid getting caught by Gaston.



### THE VILLAGE

Take Belle to the village so that she can visit the book store. Be sure to talk to everyone you see! Remember what the Pumpkin Man has to say.



Leave your house for the village. You'll come across some scary birds—avoid them at all costs. Find out why everyone in the village is so sad.



After you discover the boulder blocking the village's water supply, try to persuade Gaston to move it. Check the other side of the stream for a book.



Remember what the pumpkin farmer told you about the roses. It is the only way out of this forest. Watch out for the pigs—they're vicious.



If you follow the roses to the right and avoid all of the dangers in the enchanted forest, you will come upon a castle where Belle finds her father.



# BELLE'S QUEST



### THE GOOD

This game has a classic story line and is a great RPG for anyone.

### THE BAD

The game is geared toward younger gamers, so it may be a little easy for some people.

### THE UGLY

The way Gaston throws himself at Belle! Please!



# ROAR OF THE BEAST

## THE GOOD

Fast-paced action adventure that also looks really good.

## THE BAD

With so many on-screen enemies, it makes it a little hard to see them all, and it could lead to confusion.

## THE UGLY

The really big Boss bear—he's got teeth that can't possibly fit in his head!

**I**he storm has enchanted the animals around the castle and the Beast must fight his way to the west wing to protect the enchanted rose. He must also fight the packs of killer wolves in the woods, plus ward off the villagers that raid the castle with a little help from Lumiere and Cogsworth. This is a game players will especially enjoy because of the intense action. Because this game is a side-scrolling action adventure with the Beast as the main character, he has many different forms of attacks. The Beast is ready to take on this challenge. See if you can make it to the final battle against Gaston.

## FACT FILE ROAR OF THE BEAST

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	19
THEME	% COMPLETE
ACTION	100%

## THE ROAR

Use the roar of the Beast to freeze your enemies in their tracks.



## PROTECT THE ROSE

During the storm, the creatures around the castle have become enchanted. The Beast rushes out to the west wing to protect the enchanted rose from harm. He must battle his way through the castle with a little help from his friends.



The Beast has several different kinds of attacks, which include the short jab, the Big Round-house, the Dive and the awesome Bite.



This big bad bear is hanging out in the castle and he's not glad to see you. Use your short jab. However, don't get too close or he'll give you a hug.



Take a jump and then press the attack button to do a devastating Dive Bomb which is sure to defeat even the most stubborn bad guys.



The boars on this level are very fast so be sure to keep the Beast on his toes. Watch out for the bats flying around the castle.





# LOTUS II RECS

## FACT FILE

### LOTUS II

**MANUFACTURER**

ELECTRONIC ARTS

**DIFFICULTY**

Moderate

**CARTRIDGE SIZE**

8 MEG

**THEME**

Racing

# OF PLAYERS

1 OR 2

AVAILABLE

DECEMBER

NUMBER OF LEVELS

13+

% COMPLETE

95%

## SOME DIFFERENT RACING CONDITIONS



Nothing but sand and cacti here.



Snow will adversely affect your driving.

### THE GOOD

There are a ton of tracks to choose from. If that isn't enough, you can design your own track.

### THE BAD

The play control is too forgiving, making most of the track a real blow-off.

### THE UGLY

The sound effects are so annoying that you'll turn the volume off and make your own.

# LOTUS II RECS

For those of you that have a need for speed look no further—Lotus II has it. This game is jam-packed with awesome racing action. Nerve-racking courses will keep you on your toes for hours. Choose from a Timed Mode, where you have a set amount of time to complete a stage, and Championship Mode, where you accumulate points depending on your finishing position. If playing both game Modes and tackling all of the different racetracks is not enough to keep you busy, then try constructing your very own track to your liking. Choose from different scenery, curves, length and difficulty. This great option is sure to make any race fan happy, so buckle up and punch it. VAROOM!!!

## CAR SELECTION



### ESPRIT TURBO SE

MAX SPEED: 163 MPH

0-60: 4.7 SECONDS

MAX POWER: 364 BHP

MAX TORQUE: 361 LB FT



### M200

MAX SPEED: 148 MPH

0-60: 5.7 SECONDS

MAX POWER: 268 BHP

MAX TORQUE: 259 LB FT



### M200

MAX SPEED: 137 MPH

0-60: 6.7 SECONDS

MAX POWER: 165 BHP

MAX TORQUE: 148 LB FT

## HEAD TO HEAD



Race with a friend on a fast-paced split screen. Put the pedal to the metal!

### M200

MAX SPEED: 137 MPH

0-60: 6.7 SECONDS

MAX POWER: 165 BHP

MAX TORQUE: 148 LB FT

# CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?



## THE LAWNMOWER MAN™



In the real world, you will battle CyberJobe's minions.



A seemingly normal office building becomes a den of nightmarish danger.



In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.



LICENSED BY  
**Nintendo**

As a movie, The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbuster action. It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman CyberJobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

Nothing can prepare you for the amazing world of virtual reality...

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**GAME BOY**

**ToHQ SOFTWARE**  
A DIVISION OF THQ, INC.

DEVELOPED AND PRODUCED BY  
**SALES CURVE**

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BIG RED TRADING COMPANY, THQ SOFTWARE AND THQ, INC.  
NINTENDO, SUPER NINTENDO, GAME BOY, THE NINTENDO LOGO,  
NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, GAME  
BOY AND THE OFFICIAL SEAL ARE REGISTERED TRADEMARKS OF  
NINTENDO OF AMERICA INC.

# WINTER OLYMPIC GAMES

## THE GOOD

The control of this game is realistic. Once you get the hang of it, competing is lots of fun!

## THE BAD

Even the mini Olympics is pretty long. It may get a little tired after the fifth or sixth event.

## THE UGLY

The animation of the people on the option screens!

## OPTIONS

Play  
Olympics,  
Training  
Mode or do  
a mini-  
Olympics



## LUGE



A tiny one man toboggan is all that is between you and the ice. Total excitement!

## BOBSLED



Fly around the course at terrifying speeds, while you try to stay on course.

## DOWNSHILL



Race down this hill at a blistering 70 mph!

**W**inter Olympic Games comes after its very successful predecessor, Olympic Gold: Barcelona 1992. This game starts with a cool torch lighting ceremony. When the gold medals are won, it plays the winners' National Anthem. In this game you can compete in 10 different events, in full blown Olympics, mini-Olympics or in a Training Mode. The events include downhill skiing, ice skating, luge, bobsledding and even the ski jump!

## LIGHT THE TORCH

The torch will be lit this winter and this game is right in time to join it!



## SKI JUMP



Fly through the air. Then try to keep it together for the landing!

## BIATHLON



You'll need endurance and marksmanship here.

## GIANT SLALOM



Go through the gates while keeping your speed up on this huge hill.

## MOGULS



Freestyle your way down the bumpy course.

## FACT FILE WINTER OLYMPIC GAMES



MANUFACTURER	# OF PLAYERS
U.S. GOLD	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	10
THEME	% COMPLETE
SPORTS	100%

## SLALOM



This course is short, but it requires precise control because the gates are close.

## SUPER G



This course is a combination of downhill and the giant slalom.

## SPEED RACING



Fly around the track in this fast-paced race.

# A SNEAK PEEK OF WHAT'S TO COME!



# T2

THE HEAVY METAL EYE OPENER  
ARRIVES IN DECEMBER

GENESIS

SUPER NINTENDO

GAME GEAR

**AAkclaim**  
ENTERTAINMENT INC.

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# DRAGON'S REVENGE



## FACT FILE

### DRAGON'S REVENGE

#### MANUFACTURER

TENGEN

#### # OF PLAYERS

1 OR 2

#### DIFFICULTY

MODERATE

#### AVAILABLE

NOVEMBER

#### CARTRIDGE SIZE

8 MEB

#### NUMBER OF LEVELS

10

#### THEME

ACTION

#### % COMPLETE

95%



If you hit the glowing green diamond when the head is floating, you'll get a free ball.

Try to use your dual-action flippers effectively to keep the steel ball rolling!

## MULTIPLE BONUS LEVELS



Knock these little guys off of their perches for some big points!



Killer birds will swoop down at you and try to throw off your shooting. Afterward, you must attempt to blast a bigger bird who lives in a cave in the hill. Try not to get distracted!



This one's a real pain! The big tree will split spiders (yuck!) at you. After that, shoot the tree's arms off and they'll become smaller trees. Blast these, and you're pretty much home free!

Tengen's long awaited sequel to their hit pinball game Dragon's Fury is finally here! Dragon's Revenge is a multi-level, fast-moving extravaganza which features some of the most intense pinball action around.

You can play Dragon's Revenge alone or with another player. There are also bonus rounds to conquer. These can be accessed by lighting certain areas of the playing field. These bonus rounds range from the weird to the downright bizarre!

The controls are easy to learn. Use your pad to control the left flippers, and button "B" to control the right flippers. You can tilt the board by using buttons "A" and "C." Be careful not to tilt the machine or you will lose a ball.

If you're a real pinball aficionado, you'll go berserk over Tengen's Dragon's Revenge. So limber up your flipper fingers and get ready for some serious pinball mayhem!

### THE GOOD

Dragon's Revenge has some really fast-paced pinball action! Fans of video pinball will enjoy it.

### THE BAD

Video pinball games are cool, but sometimes there's no substitute for real pinball.

### THE UGLY

The bonus rounds! Some of them are just okay. Nice attention-getting graphics!

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

So look for QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

QuickShot Technology, Inc. A Member of Tomei Group,  
4747 Seabridge Drive, Fremont, CA 94538

**QuickShot®**

*It's how you play the game.*

# WE'RE ON YOUR SIDE NO MATTER WHICH SIDE YOU'RE ON.

## SEGA GENESIS® SYSTEMS

**STARFIGHTER™**  
**QS181**

*More thumbs-on excitement!*



**INVADER 3™**  
**QS183**

*Take on the toughest contenders with turbo-ease.*



**PYTHON 3™**  
**QS135**

*Get a grip on the action with cutting-edge control.*



**MAVERICK 3™**  
**QS162**

*Get powerful arcade-style performance—to go!*



**CONQUEROR 3™**  
**QS185**

*This programmable controller remembers your moves.*



## SUPER NINTENDO® SYSTEMS

**SUPERCON™**  
**QS182**

*Fast fun for thumb people!*

**INVADER 2™**  
**QS184**

*Blast the competition with high-speed turbo power.*

**PYTHON 2B™**  
**QS197**

*The only SNES controller for joystick fanatics.*

**MAVERICK 2B™**  
**QS190**

*Deliver your best shots with arcade accuracy.*

**CONQUEROR 2™**  
**QS186**

*Program and play back your best action sequences.*

# Race Drivin'

**A**ttention racers, start your engines! If you have ever dreamed of being a stunt driver or just feel the need for speed from time to time, then Race Drivin' is your game. You don't need to strap on a helmet or buy a pair of those fancy racing gloves—all you need is a Sega Genesis and this great new cart. The game has three courses adapted from the coin-op original and an added custom track, allowing you to experience the banked curves and the awesome 360 degree loop on your own custom designed racetrack. With polygon-style graphics and a variety of options, Race Drivin' should appeal to the racer in all of us. Don't forget to buckle up and remember to stay on your side of the road!

**SUPER STUNT****AUTOCROSS****ORIGINAL****CUSTOM****Choose Your Car**

Choose between three different cars with either automatic or manual transmissions.



Use your own imagination and creativity to build a track in the Custom Mode.



You can choose to compete on either the speed or the twisty stunt track.



Make sure to gain enough speed as you approach the huge 360 degree loop.



The instant replay feature shows a top view of the crashes and collisions.



You better buckle your seatbelt as you prepare yourself for the double corkscrew.



Pay close attention to the helpful speed limit signs when on the stunt tracks.



You may see farm animals wander onto the track once in a while.



Finishing with a good lap time gives you the chance to race against the computer.

**FACT FILE****RACE DRIVIN'****MANUFACTURER**

# OF PLAYERS

**TENGEN****1****DIFFICULTY****AVAILABLE****MODERATE****NOVEMBER****CARTRIDGE SIZE****NUMBER OF LEVELS****4 MEG****5+****THEME****% COMPLETE****DRIVING****95%****THE GOOD**

All three tracks from the arcade coin-op are intact, and the track construction is a cool feature.

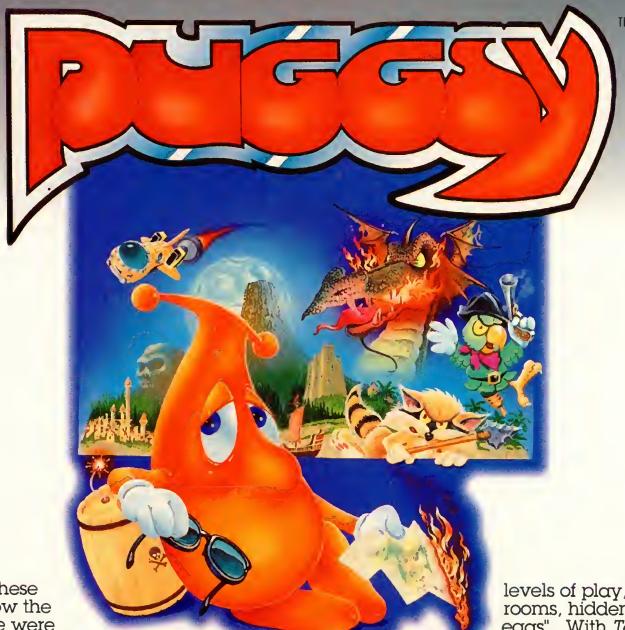
**THE BAD**

The graphics get a bit choppy at times, and the cars don't seem to differ in the handling aspects.

**THE UGLY**

The instant replay feature never lets you forget just how ugly an accident can be.

# FASTER THAN A SPEEDING BULLET... NOT!



TM

You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

levels of play, filled with secret rooms, hidden levels and "Easter eggs". With Total Object Interaction™ (TOI™) Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.



**GENESIS**

**SEGA**  
WELCOME TO THE NEXT LEVEL



**Psynopsis**  
675 Massachusetts Ave.  
Cambridge, MA 02139  
(617) 497-7794

# GENESIS



## MISSION 1



### MISSION SUMMARY TRAINING DAY 1

Gen Hausey's first mission has you sent to plot the most tactically advanced strike aircraft in the service. The F-117A is a low-observable aircraft with the ability of Locking Infrared (FLIR) and Beamsearch Looking Infrared (BLIR). It can fly at 5000 feet and 1000 feet above ground level. Look for the F-117A to drop a 2000 pound bomb from 25000 feet into a one meter target area with complete accuracy! This bomber also has a radar absorbing hull so it does its job before anyone knows it was even there.

In your first mission, you will be required to fly a training mission.

The bombs you drop will detonate automatically, but your aim has to be good.



After you blow up the building, you will go back to the base for your next mission.

**T**he F-117A is a covert stealth plane that was designed to sneak its way into high security and high priority areas. This aircraft is capable of dropping a 2000 pound bomb from 25000 feet into a one meter target area with complete accuracy! This bomber also has a radar absorbing hull so it does its job before anyone knows it was even there.

The Campaign Mode lets you fly missions that are mostly historical in nature. In the Arcade Mode, you can select the number of enemy aircraft and the time limit of your mission. This is one of the best flight games to ever come out!

## WEAPONRY

Pick the weapons you want to take into battle with you!

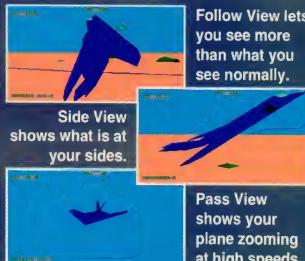


The APB-SP is a smaller version of the F-117A's BLIR system used to obtain perimeter weapons. Take less if they're small.



Air-to-air missile.  
13 lbs. of explosives.  
Paveaway 3 bomb attack.  
20mm cannon

## VIEWS!



Side View shows what is at your sides.

Pass View shows your plane zooming at high speeds.



## FACT FILE F-117 NIGHT STORM

### MANUFACTURER

ELECTRONIC ARTS

### # OF PLAYERS

1

### DIFFICULTY

MODERATE

### AVAILABLE

DECEMBER

### CARTRIDGE SIZE

16 MEG

### NUMBER OF LEVELS

30

### THEME

SIMULATION

### % COMPLETE

60%

## CUSTOM WAR!



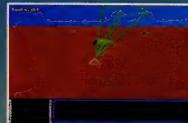
Use these options to choose the specifics of your mission.

## MISSION 2



MISSION SUMMARY TRAINING DAY 2

Now you will utilize a GBU-27 Paveway III Laser-guided bomb to take it down who will be attacking the mountains.



In Mission 2, you will be required to engage enemy fighters.

This radar station is one of yours. Don't target it or face one mad guy!



Your targets in this mission are the buildings next to the radar station.



## THE GOOD

The graphics and story make this one of the better flight simulators out for game systems.

## THE BAD

If you are not used to flight simulators, the control is a bit hard to learn.

## THE UGLY

Putting yourself in the shot down plane and watching it crash!

F-117  
**NIGHT STORM**

# Catch 'em if you can.



If you can't find this game at your  
favorite retailer call:  
(800) 438-7794 (GET PSYG)  
to order your copy today.

Wiz n' Liz have done it now.  
They've lost their rabbits, man and how.  
They may be good magicians, amazing young and old.  
But that last spell they cast must have had a little mold.  
Their hutch full of bunnies is now empty, it seems.  
The rabbits are everywhere it's like a bad dream.  
Now for Wiz and Liz, it's a frantic affair.  
Racing to and fro to catch the last hare.

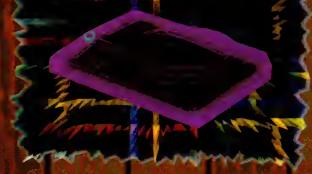
Join Wiz n' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz n' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



**Psygnosis**  
675 Massachusetts Ave.  
Cambridge, MA 02139  
(617) 497-7794



TECMO  
SUPER  
NBA  
BASKETBALL

## FACT FILE

### SUPER NBA BASKETBALL

MANUFACTURER	# OF PLAYERS
TECMO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

If you have ever dreamed of playing in the NBA, here is your chance. Tecmo Super NBA Basketball is as close to the real thing as you can get. Choose from all the real teams and players. You can play in preseason, season or even the all-star game. Some of the other options include changing the game speed and period length. Check out the individual leaders of field goals, points, blocks and steals. Finally, make a team selection to win the championship.

## SOME GAME OPTIONS



Scope out all the different plays.



Check out each player's stats.

## THE GOOD

The game plays very well and the cinemas add a nice touch to the game.

## THE BAD

Until you get used to the play control, if you even breathe wrong you get called for a foul.

## THE UGLY

Drawing the offensive foul and watching the other player go flying into the announcers and crowd.

# SUPER NBA BASKETBALL



PLAY IN THE ALL-STAR GAME



## FAST GAME ACTION WITH COOL CINEMAS



When you see an open lane, go for the jam you always dreamed of doing.

Shot clock is running down. Can't find a man open? Go for the big three.

At the start of the game, the referee throws the ball in. Grab it for the advantage.

As your man goes for the shot, jump up with him and reject the field goal.



Don't waste the inbound pass—make sure you have a man wide open.

Draw the foul and step up to the free throw line to score two easy points.

# ROBOCOP 3

TM

FIRST TIME ON  
GENESIS™ &  
GAME GEAR™!



MOTOR CITY  
SHOWDOWN!



BLAST OCP'S  
FLYING DROIDS.



TEAM-UP WITH  
ROBOCOP'S OLD  
ADVERSARY—  
THE GIANT ED-209.

## HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!



SEGA  
GENESIS  
HOME ENTERTAINMENT

GAME GEAR™

FLYING  
EDGE



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Like the gray wolf  
of legend Temujin  
had strong limbs  
and a fearless  
heart.

and cold,  
hungry  
eyes...



**T**hose who own a Genesis and have been dying to play a military sim that will provide hours of long term game play plus plenty of replay value won't be disappointed with this game! Enter the time period of Genghis Khan, whose conquests have made him immortal throughout history! But you just don't play one measly scenario—no siree! Here are three of the most burdensome campaigns the warrior-king embarked on! You must determine the outcome of these battles.

# Genghis KHAN II



Run the strategy or choose to sit back and let the computer determine the outcome.



## FACT FILE GENGHIS KHAN II

### MANUFACTURER

KOEI

### # OF PLAYERS

1 OR 2

### DIFFICULTY

HARD

### AVAILABLE

DECEMBER

### CARTRIDGE SIZE

8 MEG

### NUMBER OF LEVELS

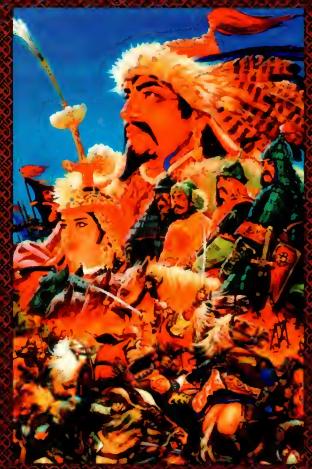
N/A

### THEME

### % COMPLETE

STRATEGY

95%



Detail is the strongest point of this game, next to the many options you have at your disposal. The wars can be viewed or controlled by you. You can even control each of your soldiers in battle with your option buttons! Of course if

you just want to be quick about it—turn View Battles off for a faster time! Take care of your people and land, all the while conquering others! It is one of the most detailed historic sims to date!



The second scenario has you attacking the countries of China and Japan!



In this scenario, you must unite all of the Mongolian-Turkish tribes into one.

### THE GOOD

For all war sim buffs, this one has excellent strategy depth and plenty of options for altering the style.

### THE BAD

That a really great in-depth strategy game like this is brought out on an action/shooter motivated system.

### THE UGLY

What's with the elongated battle scenes? Each person seems like they have 1,000 points of health!

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6040448 EGM

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# GENESIS



## FIDO DIDO



## FACT FILE

### FIDO DIDO

MANUFACTURER	# OF PLAYERS
KANEKO	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	6+
THEME	% COMPLETE
ACTION	89%

The artist who draws Fido Dido falls asleep at her drawing table. When she is in a deep sleep, Fido springs to life from the drawing pad. As he moves around the table, he gets sucked into any item on the table that he happens to get near, such as a pencil holder, a postcard, a Sega Genesis, a book, a waste basket, and even the artist's ear. Each level presents a unique surrounding and poses unusual problems for Fido Dido to solve.

## BONUS STAGE



Shoot the bottles with the potato gun for money to play cards.



Fido has to stay on the horse and collect all the potatoes that he can.

Take your winnings from the bonus stage to play Blackjack.

## THE GOOD

Fido has a ton of different items he can use in each level, which makes him a great character to play.

## THE BAD

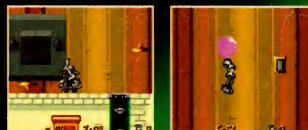
It takes some time to get used to controlling Fido's moves.

## THE UGLY

I hope Fido didn't pay money for that hair cut.

# FIDO DIDO™

## LEVEL 1



Fido must first save his sister from a deadly swarm of flies.

## LEVEL 2



Fido has to bring all the color back to the fun-fair.

## LEVEL 3



Inside the Genesis system, Fido must fix all the bugs in the game.

## LEVEL 4



Make your way back to the future with his faithful cat and dog.

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SEGA GENESIS  
SEGA CD

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get from a wall socket  
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DOUBLE SWITCH™—

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*An interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take another五十 punches, you're flat on your back—looking up at the refs as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.*



GROUND ZERO TEXAS™

**ROUND LEBE, TEXAS**  
Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

**SEGA CD™**  
WELCOME TO THE NEXT DIMENSION

SEGA CD

Dirk! Where are you, Dirk?! Show yourself so I can roast your sorry butt!

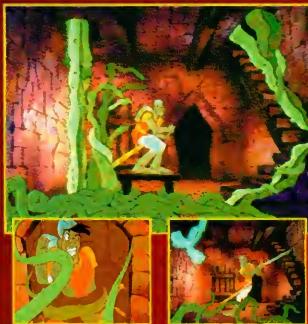
# DRAGON'S LAIR

The Drawbridge



SWORD ▲

Weapons Room



SWORD ▲ ▶ ▷ ▷

Deadly Cauldron



SWORD ▲ SWORD SWORD ▶

Giddy Goons



SWORD ▶ ▲ SWORD

Closing Wall



▲

Black Knight



◀ ▲ ▶ ▷ ▷ ▷ SWORD

Some of the situations Dirk must get through...



More perils and dangers that Dirk must get through...



## SINGE, THE DRAGON, AWAITS YOUR CHALLENGE!

Sneak by Singe and receive instructions from Daphne. She will tell you the only way to slay the dragon is by thrusting the magic sword into his chest. Good luck!



FACT FILE	
DRAGON'S LAIR	
MANUFACTURER	# OF PLAYERS
READYSOFT	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	27
THEME	% COMPLETE
ACTION	30%

**A**bout 10 years ago, Dragon's Lair was released in the arcades and changed the way we play games. It was the first laserdisc video game that utilized actual cartoon footage. Back then, players could only dream of the possibility of playing a home version. Now with the capabilities of the Sega CD, it has become a reality.

Readysoft has made a near-perfect translation of the arcade classic in which Dirk must rescue Princess Daphne from the evil fire-breathing dragon. Everything from the music track and sound effects to the incredible animated footage that made the arcade game so popular are packed in here. Prepare to embark on the greatest of Sega CD adventures!

### THE GOOD

Near-perfect translation of the arcade laserdisc classic. All the sounds and music are here!

### THE BAD

The time frame in which you move has been trimmed down. You must be precise, or it's over!

### THE UGLY

Hey! My controller broke into pieces! How'd that happen?

Hey, snot!  
Where's my  
babe?  
Where'd you  
take  
Daphne?

Batter-up,  
Dork!



(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and flying acrobatics that stun audience. Some have even seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro-Bat is a totally awesome dude," said Rita

Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat,

Aero's act is based on agility and plain old fun. He frequently buzzes the audience as he leaps from trapeze to trapeze, bathed in brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even some operators from the fair gathered under what might

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro-Bat realized that this was more death-defying than ever. One of the platforms was rigged with explosives ... which threatened not only our super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro-Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Screaming in darkness as the mysterious malediction, Aero leaped to safety and still managed to land with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter learned that Ektor had sabotaged the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming no-goodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of arrows like a crazed kamikaze. He hasn't even mentioned the round tightropeballerina who loves to squish bats. *Not a handful!*

If you've read this far, you qualify as a real fan of Aero the Acro-Bat. And if you're one of the first 100 people to send a 3x5 postcard with your

name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro-Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banned from the circus years ago after endangering the lives of his fellow circus troupe

members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked for Ektor during the early circus days. "He started out with simple stuff like squirting water, exploding cigars, glue your underwear, sort of thing. Next thing you know, there's grease paint and dynamite in the ring."

Ektor hadn't

appeared in the ring with a

demise in mind.

Tad "S

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But Aero the Acro-

Bat

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out bat. "It

was real

warped, man," said

David Siller, who himself sur-

vived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus ever," he said, "but then the bodies flying everywhere, the fleas from the flea cage were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into tiny pieces. The S

abotage and

in the process. In the meantime, many circus goers

had themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrid, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimura. "He threw

"I thought we were for sure," said Tad, "and we didn't even get any candy," he added.

Reporter, the climax of "Aero in the big top"

here the amazing acrobat and himself negotiates a

series of trampolines, landing far into the air, all the time avoiding becoming a

shishkebab on hidden spikes.

SUNSOFT®

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchmen. And he finished them off

rich! The audience their money's worth

circus. Because the

Aero kept right on

the show, disarming hundreds

of booby traps on the fairground

rides and saving thousands of lives in the process. In the meantime, many circus goers

had themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrid, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimura. "He threw

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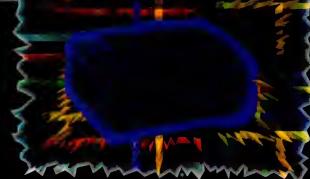
Reporter, the climax of "Aero in the big top"

here the amazing acrobat and himself negotiates a

series of trampolines, landing far into the air, all the time avoiding becoming a

shishkebab on hidden spikes.

both sides of which is appalling. The winner of the colossal clash turned out to be (continued)



**I**t's been more than a year since the Sega CD has been out and, surprisingly, an RPG wasn't even released during that time. Many Sega CD owners have been begging for an RPG and one company has finally answered the call. The guys at Working Designs have released the long awaited RPG saga, LUNAR: The Silver Star.

This game is about a young boy who dreams of becoming a Dragonmaster just like his hero, Dyne. Dyne, one of the four heroes that rid the land of evil a long time ago, died while trying to save the land from the Black Dragon. A monument was erected in his memory just outside Alex's village of Burg.

As young Alex, you must gather some

of your friends and prepare for your first adventure, hoping that you may fulfill your lifelong dream of becoming a Dragonmaster. Your adventuring friends are Ramus, a rotund dreamer; Nall, your constant companion (and rumored to be the offspring of a white dragon); and Luna, the orphan that Alex's parents took in. Together, they must withstand the evil forces that await their challenge.

This is one of the most complex RPGs to come out in a long time. The story is very involving with its unique mix of drama and humor and will keep you playing for hours on end. The music is very symphonic. The graphics are some of the best ever with awesome monsters and villains. This is a fantastic CD adventure!

# LUNAR THE SILVER STAR



## FACT FILE

### LUNAR THE SILVER STAR

MANUFACTURER	# OF PLAYERS
WORKING DESIGNS	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
DATA/CD-ROM	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RPG	95%

## THE GOOD

The best RPG to come out for a Sega system, Genesis or CD. Awesome story keeps you gripped.

## THE BAD

The battle can be a bit too challenging. The enemies come in swarms and will attack from everywhere.

## THE UGLY

Insults fly from many characters in the game. It's entertaining when they rip each other.

**Alex****Kyle****Jessica****Luna****Nash****Mia**

Wishes to fulfill his dream of becoming a Dragonmaster like his hero.

Despite his rather young age, he is a master swordsman. He loves Jessica.

As an apprentice to a shaman, she has especially strong healing power.

Alex's childhood sweetheart. No one matches the power of her magic songs.

Over confident magicians' apprentice. Tries to impress Mia.

Another powerful magician. Wishes she could make Nash disappear.

## Town of Burg



*Discover the history of a dragonmaster and embark on your own journey to become one*

### Meet a friend



DE GUY I'VE BEEN LOOKING FOR YOU!

You may run into an old friend along the way that can help you.

### Battleground



Choose your fighters' actions carefully during a battle.

### Items for the adventurers



Alex's Harp



Gloves



Heavy Clothes



Herb



Holy Water



Meal Rations



Short Sword



Sling



View fighter statistics and other options at anytime.



### Options



### Weapons shop

Prepare for the worst by visiting the weapons shop.

SHORT SWORD 500  
1452

(HP 40 MP 40 EXP 300)

(ATTACK 100 DEFENSE 100)

(ITEM 100 RUN 100)

(MAGIC 100 FLEE 100)

(DODGE 100 AGILITY 100)

(SPEED 100 VIT 100)

(LUCK 100 INTELLIGENCE 100)

(STAMINA 100 STRENGTH 100)

(DEXTERITY 100 ENDURANCE 100)

(AGILE 100 DEXTEROUS 100)

(STRONG 100 ENDURANT 100)

(AGILE 100 DEXTEROUS 100)

IN THE ANNALS OF TWENTIETH CENTURY PHILOSOPHICAL THOUGHT,

# WHO'S THE TOUGH

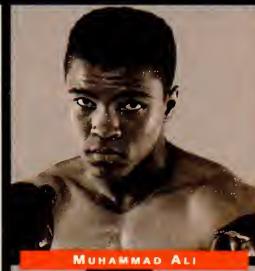
## GREATEST HEAVYWEIGHTS



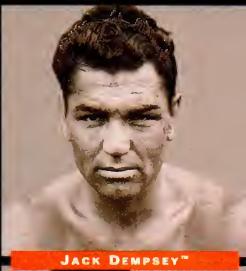
HOLD EXHIBITIONS OR CHAMPIONSHIP TOURNAMENTS  
BETWEEN THE GREATEST BOXERS THE WORLD HAS  
EVER KNOWN.



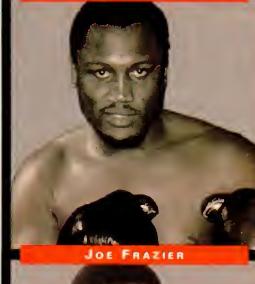
BUILD YOUR OWN BOXER AND BATTLE YOUR WAY  
THROUGH THE RANKINGS AGAINST THIRTY CHALLENGERS.  
EARN A SHOT AT THE TITLE.



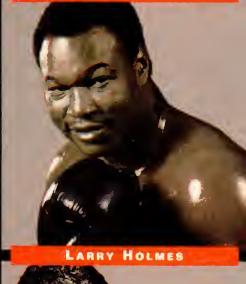
MUHAMMAD ALI



JACK DEMPSEY™



JOE FRAZIER



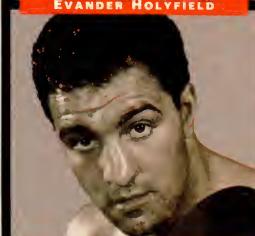
LARRY HOLMES



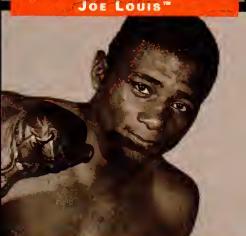
EVANDER HOLYFIELD



JOE LOUIS™



ROCKY MARCIANO™



FLOYD PATTERSON™

ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:

# EST ★#©%@! EVER?

IT'S INEVITABLE. YOU'RE SITTING AROUND, EATING PIZZA WITH YOUR BUDDIES WHEN SOMEONE BRINGS IT UP: WHO'S THE GREATEST HEAVYWEIGHT OF ALL TIME? MARCIANO? LOUIS?



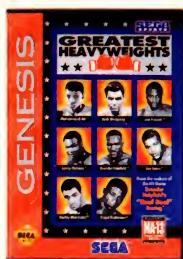
HOLYFIELD'S HEART AND HAND-SPEED VERSUS MARCIANO'S BRUTE STRENGTH AND IRON JAW. TWO OF THE GREATEST HEAVYWEIGHTS OF THEIR ERAS. WHO WILL WIN?

ALI? THE DEBATE GETS UGLY. SOMEONE THROWS AN ANCHOVY. CHAOS ENSUES.



NOW, YOU CAN SETTLE THAT ARGUMENT ONCE AND FOR ALL. GREATEST HEAVYWEIGHTS IS THE FIRST AND ONLY VIDEO GAME TO PUT ALL THE GREATS IN ONE RING. IN THEIR PRIME. AT THE HEIGHT OF THEIR SKILLS.

YOU'LL GET LARRY HOLMES'S JAB. MARCIANO'S POWER. ALI'S FINESSE. FOR AN EXTRA CHALLENGE USE YOUR ACTIVATOR™ OR SIX-BUTTON CONTROLLER™. THERE'S ONLY ONE WAY TO SETTLE THE DEBATE OVER WHO'S THE GREATEST HEAVYWEIGHT EVER. GET IN THE RING.



**SEGA**  
SPORTS™

WE SWEAT THE DETAILS.™

**SEGA CD**

## GROUND ZERO, TEXAS

### FACT FILE GROUND ZERO, TEXAS

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM (2)	N/A
THEME	% COMPLETE
ACTION	75%



**SHOOTING:**  
Using the white crosshairs, blast enemies you think are aliens. Here two men have robbed a bank. Get them in your sights and blow 'em away!



**SHOOT 'EM:**  
Enemies in the game pop up from everywhere—even in peaceful areas!



### VIEWS:

Sometimes in the game, the action will go from a long shot to a close-up—especially when you are about to be attacked, as these two pictures demonstrate!



Get the white crosshairs locked on your enemy. When it turns red, shoot him!

One of the latest Sega CD games is *Ground Zero, Texas*; the first game to ever come out on two disks! The story is about a group of aliens taking over a small town. Using live actors and action sequences, it is like the earlier *Night Trap*: You protect a group of people while eliminating enemies in the process. Remember to protect the townspeople—if you fail, they will become aliens and add to your enemies' growing army! You may also have to rescue captured agents.

# GROUND ZERO, TEXAS



### CAMERAS:

Using the main area grid (right), pick a place that you want to see. There could be action in that area or nothing could be happening. You are in charge of the whole town.



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Name: _____
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Phone: _____ Male <input type="checkbox"/> Female <input type="checkbox"/>
Coupon #: 8223489-EGM
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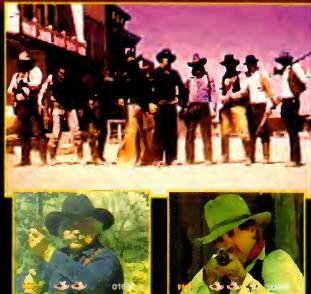


**3DO****FACT FILE****MAD DOG McCREE****MANUFACTURER**

AMERICAN LASER GAMES

**# OF PLAYERS**

1 OR 2

**DIFFICULTY****Moderate****AVAILABLE****NOW****CARTRIDGE SIZE****CD-ROM****NUMBER OF LEVELS****3****THEME****SHOOTING****% COMPLETE****100%****MAD DOG AND HIS POSSE****SHOOT THE BEER BOTTLES**

Time for target practice! Shoot down beer bottles placed on a fence or thrown into the air by the prospector.

**CORAL**

Mad Dog has his boys hiding everywhere. Take them all out.

**SALOON**

Get the jail keys from the guy at the bar before he sends his henchmen after you.

**SHERIFF'S OFFICE**

Get the sheriff out of jail and he'll help you just before he gets shot by the bad guys.

**BANK**

Stop Mad Dog's boys from robbing the town bank and save the hostages.

**M**  
ad

**D**  
og

**M**  
cCree


**O**utlaw Mad Dog McCree and his henchmen have taken over a Wild West town. It's your job to clean up this movie-action game featuring full-motion video characters and backdrops. After a quick bout of target practice, you'll put your sharp shooting skills to the test as you face Mad Dog's gang on dusty town roads, at the local bank, horse stables and saloon. With clues garnered from the grateful townspeople, you'll close in on Mad Dog's hideout to face the lawless vagrant yourself.

**THE GOOD**

The awesome live action full-motion video really puts you in the thick of the duel.

**THE BAD**

This is almost impossible to play with the controller pad. Now where is the gun controller?

**UGLY**

The close-up of Mad Dog when you are near the end of the game.



## Caught any **REALLY BIG FISH** lately?

Now you can relive the excitement with **Super Black Bass** for your **Super NES®**. It's a dream come true! Professional bass fishing where you battle for the World Title! Catch a record lunker that'll make you



*jump* right out of your chair! Realistic weather changes, sound effects and fish movements *REEL* you into the action. Best of all, there's room in the boat for you . . . and the whole family!



**HOT-B**

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## Handy Gear

Weather conditions can often threaten your Game Gear's™ survival. But if you slip it into STD's Handy Gear you can play through rain, sleet or driving snow.

Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. So strap on the Handy Gear and get ready for combat!

# Sega Survival Gear™

*More ways to win from STD!*



fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to the LEFT button, it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. With the SG ProPad<sup>®</sup> you get in-your-face action!

**SG ProPad<sup>2</sup>**

Smash the competition with the SG ProPad<sup>2</sup>, featuring the real 6-button fighting layout. With the unique synchro-fire

With the unique synchro-fire setting you can transfer any one extra LEFT and RIGHT fire button. The LEFT button, it will fire all four at once! Discover brand new moves no one else has ever seen. Control with independent auto-fire or manual control. You which buttons are set on your face action!

SG ProgramPad<sup>2</sup>

The new 6-button SG ProgramPad<sup>®</sup> explodes with pre-programmed moves from your favorite Genesis<sup>™</sup> games - MURKEL KOMBAT<sup>®</sup>, Street Fighter II CE<sup>™</sup>, Streets of Rage 2<sup>™</sup>, X-Men<sup>™</sup>, Fatal Fury<sup>™</sup>, Jurassic Park<sup>™</sup>, Sonic The Hedgehog 2<sup>™</sup>, & David Robinson's Supreme Court<sup>™</sup>. Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!



you get in-your-face action!  
*make your own rules!*

The logo consists of the letters "STD" in a bold, blue, sans-serif font. The letter "S" is positioned above two horizontal bars, and the letters "TD" are positioned to its right.

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410-785-5661

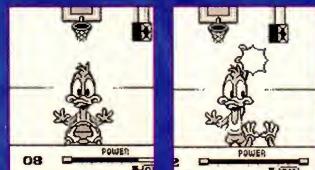
# TiNy Toon Adventures



## FACT FILE

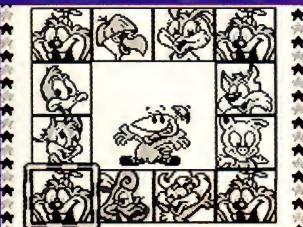
### TINY TOON ADVENTURES

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	5
THEME	% COMPLETE
ADVENTURE	95%



After completing the first level, you get to try your luck at a little one-on-one basketball. You have three chances to sink a basket against Plucky Duck. Good luck!

If you can find the Gogo icon, you will be able to play a bonus game in which you can win extra hearts, points and carrots.



Level 1-1



Level 1-2



Level 1-3



Buster Bunny can either defeat his enemies by kicking or jumping on them. And if all else fails, dash 'em!

Defeat Montana Max in Level One by bouncing off his flying cowboy hats.



Buster needs to keep a keen eye out for a lot of hidden items to help him on his long quest.



# THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THIRST QUENCHER



▲ Frank Gifford calls every down.



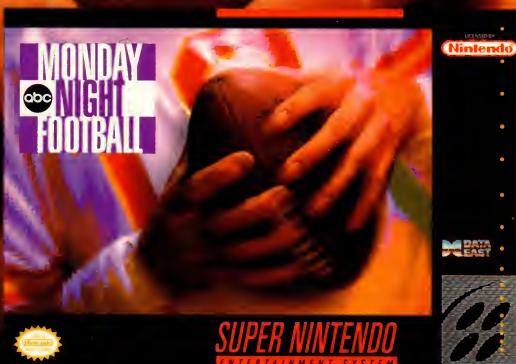
▲ Power Play Mode zooms in tight on all the action.



▲ Run a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.



## SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pre-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.



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# F1 POLE POSITION



## FACT FILE

### F1 POLE POSITION

© 1991 Interplay Entertainment Corporation

MANUFACTURER	# OF PLAYERS
UBISDFT	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	4
THEME	% COMPLETE
DRIVING	100%

## TRAINING MODE



Players can practice on any of the 17 world racetracks. It's a good idea to familiarize yourself with the tracks before a race.

CONTRACT	TEAM/EGL
QUALIFY AT LEAST TWICE	
COMPLETE AT LEAST ONCE.	
RACES LEFT	4



Be careful on turns. It's easy to skid into a billboard and damage your car.

RESULTS	TRAINING
LAP #	TIME
1.	1:42.34
2.	"
3.	"
4.	"
5.	"
TOTAL TIME	01:43.34
BEST TIME	1:42.34

Your team sets racing goals in order for you to advance to the next test lap.

View the results of your test lap. See if you can beat the track record.

**B**urn a little rubber with F-1 Pole Position for the GameBoy. There are two modes of play; Training Mode and Grand Prix Mode. In the Training Mode, you can practice your racing skills on any of the 17 racetracks from around the world. In the Grand Prix Mode, you can go up against some of the world's best formula racers. There's even a Setup Mode where you can configure your formula car to your own preferences. Options that can be changed are tires, wings, suspension, brakes, chassis, engine and gearbox. So get in the driver's seat with F-1 Pole Position!

## THE GOOD

There are many options like a car configuration and track settings to customize to the driver's liking.

## THE BAD

This has elements that are found in many other driving games. Needs more variety.

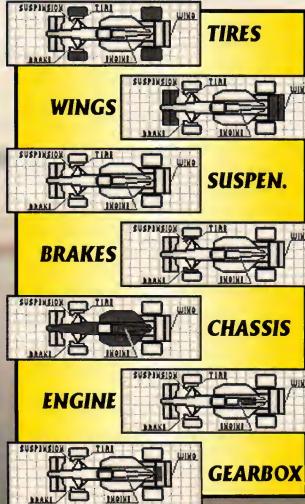
## THE UGLY

The screeching sounds around a turn are as annoying as fingernails scraping against a chalkboard.

## CAR SETTINGS



Set up your formula car to your driving preference. You can change settings like tires, wing angle, suspension and brakes.



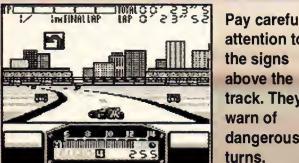
## GRAND PRIX MODE



Ready to compete against the best racers in the world? The Grand Prix Mode tests your driving skill on the world circuit.



Receive info on the track length and its current conditions before a big race.



9/ 3/91  
QUAL. BRAZIL  
BEST. TIME 1:42.20  
LENGTH 4.325Km  
LAP 4  
DRY

Enjoy the spoils of winning and take your victory lap. An exciting finish!



Pay careful attention to the signs above the track. They warn of dangerous turns.

# YOU DON'T HAVE TO PLAY HERE

Racked And Ready.



A little 9 Ball or do you prefer  
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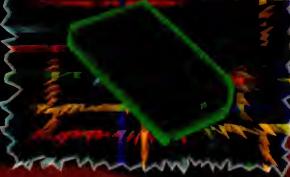


**SUPER NINTENDO**  
EXCELSIOR SYSTEM

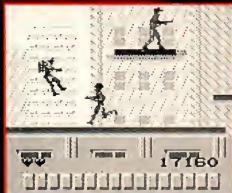
POWERED BY  
**Nintendo**

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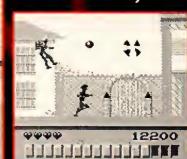
A Proven Winner on the Genesis since 1991.



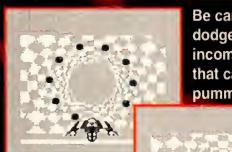
## STAGE ONE: FIND THE VIRTUAL LOOP HOLES!



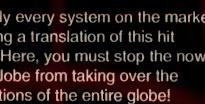
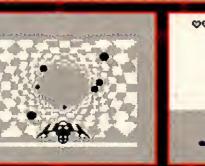
Be careful to dodge the incoming walls that can really pummel you!



Fend off police troopers, jet packers and even lab monkeys to find the loop holes that lead to Jobe!



Some will form twisting paths that you need to follow in order to survive!



FACT FILE	
<b>THE LAWNMOWER MAN</b>	
<b>MANUFACTURER</b>	# OF PLAYERS
T'HO	1
<b>DIFFICULTY</b>	AVAILABLE
MODERATE	1st Qtr. '94
<b>CARTRIDGE SIZE</b>	NUMBER OF LEVELS
1 MEG	12
<b>THEME</b>	% COMPLETE
ACTION	100%

**P**рактически every system on the market is getting a translation of this hit movie! Here, you must stop the now-turned-evil Jobe from taking over the communications of the entire globe! Experience all of the Virtual Reality programs that have been displayed on the movie and then meet Jobe face to face (literally) to seal him in the network from escaping! But wait! Do you think the game ends just like the movie? No way! Deal with Jobe five years into the future and solve the mystery of an even more powerful force known only as Doomplayer! Massive special effects abound as well as scaling, even on the GameBoy! Fans will love this one!

Developed and produced by



### THE GOOD

There is plenty of action scenes—everything from a grand car chase to virtual reality jetskis!

### THE BAD

A GameBoy that virtually displays an attempt at Virtual Reality virtually becomes a virtual hell with blurring!

### THE UGLY

Watch out for Jobe! All 30+ pixels might make you laugh out a lung and part of your liver to boot!

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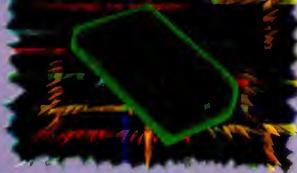
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**W**hat appears to be an old torn-up piece of paper could turn out to be a fortune for Uncle Scrooge and the rest of the gang, as they set off on their newest adventure, DuckTales 2. It seems as though Great, Great Uncle Fergus has skillfully hidden pieces of a treasure map in five different locations around the world. Now with a little help from Launchpad and those mischievous nephews of yours, Huey, Duey and Louie, you're off on another swashbuckling adventure that will take you from the breathtaking Niagara Falls all the way to the mystical Egyptian pyramids.



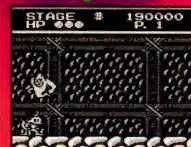
You can choose to explore five different locations.

Search high and low for all the items you can find.

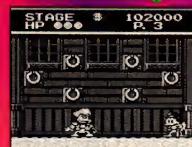
Keep an eye out for Launchpad and the gang.

## BOSSES

### Niagara Falls



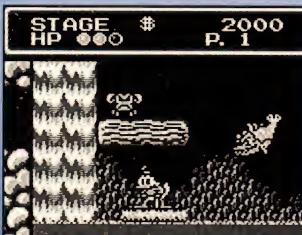
### Bermuda Triangle



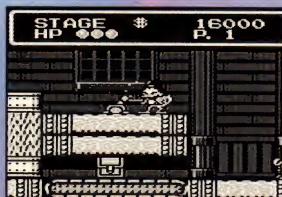
After finishing each round, you have the option to purchase extra lives and continues.



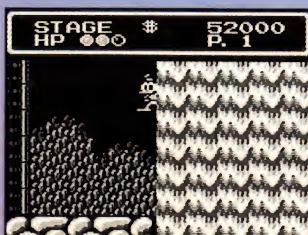
# DuckTales 2



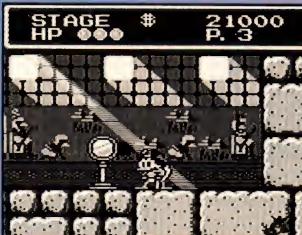
Ride a runaway log as you search for pieces of a long lost map that will lead you to the secret treasure of McDuck.



To get the treasure chest, you need to pull the lever to operate the conveyor belt.



Always be on the lookout for hidden passageways or secret rooms where treasures could be located.



It's going to take one smart duck to figure out the secret of the Egyptian sun room.



PRESS START

## FACT FILE

### DUCKTALES 2

#### MANUFACTURER

CAPCOM

#### # OF PLAYERS

1

#### DIFFICULTY

EASY

#### AVAILABLE

DECEMBER

#### CARTRIDGE SIZE

1 MEB

#### NUMBER OF LEVELS

7

#### THEME

ADVENTURE

#### % COMPLETE

85%

## THE GOOD

You are able to go back to an area after grabbing a power-up and find a lot more hidden items. Cool game!

## THE BAD

The jumping attack gets boring after a while but the power-ups and hard-to-reach areas make up for it.

## THE UGLY

Some of the enemies could have been uglier, instead of plants, crabs and statues.

*AdventureVision*<sup>TM</sup>  
Gaming

# Is it a Video?



# Is it a Game?

Watch 33 minutes of awesome video action as heroes fight wicked monsters and powerful magic – more action than you've ever seen before!

Then team up with friends for more adventure than you've ever played before!

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When DRAGON STRIKE<sup>TM</sup> the video ends,  
DRAGON STRIKE the game begins!

**Dragon Strike<sup>TM</sup>**  
GAME

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ALL COLOR!  
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Clive Barker



**HERO**

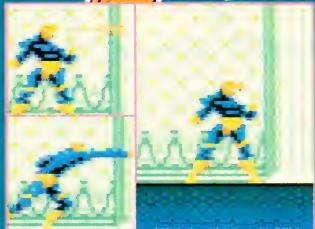


DR. ELIE SATTLER

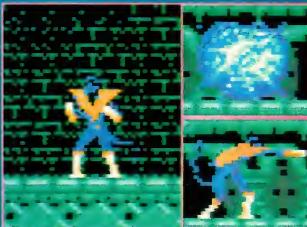


## SNEAK PREVIEW

# X-MEN™



As you play through X-Men, you'll be able to use more of the X-Men. Start out with Cyclops or Wolverine. After you free your captured comrades, you can choose to play as them in this action-packed cart.



Seven X-Men characters will be at your disposal. They will be armed with their powerful mutant abilities such as Cyclops' optic blast and Storm's unique ability to shoot lightning and fly through the sky.

**I** he X-Men make their Game Gear debut in this hot Marvel product. Here is a sneak preview of only a fraction of what this game will have to offer by release time. Just to peak your curiosity, you can expect to see some of your favorite X-Men like Cyclops, Storm, Wolverine, Iceman, Psylocke, Rogue and Night Crawler as well as infamous villains and tons of mutant action!

## ICON ACTION



Look out for these icons to pump up your health and powers.



## ICON ACTION



## FACT FILE

## X-MEN

## MANUFACTURER

SEBA

## # OF PLAYERS

1

## DIFFICULTY

MODERATE

## AVAILABLE

JANUARY

## CARTRIDGE SIZE

4 MEG

## NUMBER OF LEVELS

6

## THEME

## % COMPLETE

ACTION

40%

## LEVEL 2 MADRIPOR



## LEVEL 1 THE HELLFIRE CLUB

## LEVEL 3 MORLOCK TUNNELS



The adventure starts here. Throughout the club, you'll be attacked by countless gangsters as you start the search for the five missing X-Men.

Continue your journey through the dark tunnels. Sewage streams and other perils lie in your way as you try to free the next X-Man, Storm. Can you find your way out?

## LEVEL 4 THE SAVAGE LAND

## LEVEL 5 BROOD CAVE



Battle through the dense jungle, making sure you don't land in the fiery lava below. Keep out of these hot spots by using Storm's ability to fly. Sauron awaits you at the end.



The dark caves are full of extra items and ledges. Hidden throughout the caverns are loads of power-ups. These labyrinth-like dwellings house pouring streams and pitfalls.

## LEVEL 2 MADRIPOR



**DEEP DUCK TROUBLE**

Starring Donald Duck

ESRB Rating

**FACT FILE**  
**DEEP DUCK TROUBLE**

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
Moderate	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	12
THEME	% COMPLETE
Action	95%

Uncle Scrooge brought home a mysterious pendant he found on an uninhabited island while on his latest treasure hunt. That's when something unusual happened to Uncle Scrooge. Now the only thing that will cure him is to return the magical pendant to its rightful place on the island. That job falls on Donald's shoulders, but his adventure is not an easy one. Donald must make his way through several different, dangerous climate locations on the island. Collect different objects in each area to enter the shrine and complete his adventure.

**THE GOOD**

The graphics and game play are great, with some really in-depth levels.

**THE BAD**

The fact that you don't fight some of the end Bosses. You just wait until they do something stupid.

**THE UGLY**

Donald's attitude when he gets hit by an enemy. Really ugly!

# DEEP DUCK TROUBLE

**HELPFUL ICONS**  
**CONE**

Throughout the game, Donald can rejuvenate his Life Meter by one, if he picks up this icon.



Donald sure can rack up some easy points with these money bags. They are everywhere.

**DIAMOND**

Opening certain chests, Donald will find a diamond inside. The diamonds are worth huge bonus points.

**RED PEPPER**

This red pepper will give Donald some extra speed and strength. With it, he is unstoppable.

**FREE DUDE**

Donald has to really search for the chests containing his picture, which enables him to get a free guy.

**TURKEY**

Grab this tasty turkey to help Donald replenish his Life Meter. One turkey will give Donald life back.

**DONALD'S ATTACK MOVES**

Check out all the different ways Donald can attack his foes.

**JUMP**

Jump on your enemies' heads to take them out.

**DASH**

A pepper will make you dash through enemies.

**KICK**

Kick the blocks into your enemies to stop them.

**THE JUNGLE SCENE 1**



Donald must ride on a small block of ice to avoid falling into the freezing water.



Mountain Goats attack you on the highest peaks. Watch out or they'll ram you!

## THE VALLEY THE VOLCANO

Inside the volcano, Donald must jump on pillars that are sinking into the bubbling lava.



Donald must race his way to the top of the volcano as the lava starts to rise!



This huge eagle chases Donald down the mountain side. You have to carefully time jumps from mountains because he's right on your tail. To beat the eagle, wait until you're on a good stretch and jump on his head.

In the jungle, you come across a big ape that swings from vine to vine after you. Avoid the ape and jump over a series of spikes. To beat the ape, just keep running from him and he will eventually run smack into a tree.



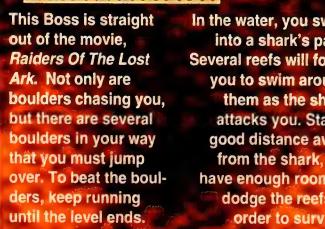
Donald must kick a block into the leaf, so he can make it to the next set of trees.



Without warning, a flock of birds attacks you, as you try to reach safety.

## THE ISLAND THE INLET

This is the overall look of the danger-filled island Donald has to explore.



This Boss is straight out of the movie, *Raiders Of The Lost Ark*. Not only are boulders chasing you, but there are several boulders in your way that you must jump over. To beat the boulders, keep running until the level ends.

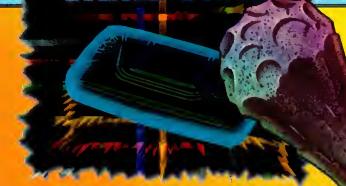
In the water, you swim into a shark's path. Several reefs will force you to swim around them as the shark attacks you. Stay a good distance away from the shark, yet have enough room to dodge the reefs in order to survive.



## THE BOSS

## THE BOSS





### FACT FILE

**CHUCK ROCK 2:  
SON OF CHUCK**

MANUFACTURER	# OF PLAYERS
TENGEN	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	8
THEME	% COMPLETE
ACTION	90%



# CHUCK ROCK II Son of Chuck

### THE GOOD

Very good game play, impressive graphics and exceptional sound. It's just plain funny, too.

### THE BAD

Some of the levels are so huge, you can get lost while you try to find a way to get out.

### THE UGLY

This guy needs to stop for a poop break, man. He's built up some stink trying to rescue dada!



### STAGE ONE

Chuck Rock Junior must travel through the dangerous forest on a dark night.



### BOSS

This dinosaur will slam his head toward you. Move to the side just before he lowers his head and then club him!

### STAGE TWO

Watch out for flying lava rocks spewing from the volcano behind you!



### BOSS

This prehistoric bird will drop flaming lava rocks and then swoop toward you. Jump out of the way and let him have it!

### STAGE THREE

The dangerous monkeys will smash you little bits if you don't get them first!



### BOSS

This early octopus attacks by launching little fishes straight at you. Jump over them and swing at him when he comes by you.

CITICALLY  
ACCLAIMED SNES HOOK  
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Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the

enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!



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SEGA  
GENESIS

GAME GEAR





FACT FILE

# **FORMULA 1 GRAND PRIX**

MANUFACTURER	# OF PLAYERS
DOMARK	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	11
THEME	% COMPLETE
DRIVING	95%

# **FORMULA 1: GRAND PRIX**

**E**xperience all the thrills and excitement of Formula One racing in Formula 1: Grand Prix.

There are two modes of play from which to choose: Arcade and Grand Prix. In the Arcade Mode, you advance to the next successive track by finishing eighth or better. In the Grand Prix Mode, you must go up against some of the best drivers in the world in an effort to win on some of the world's greatest racetracks. Now it's time to burn up the track!

# THE TRACKS



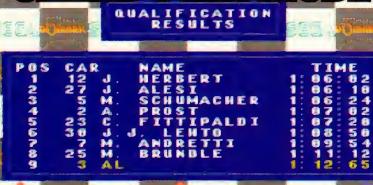
AUSTRALIAN  
GRAND PRIX

## TARGET FINISHING POSITION



After each race, you will receive a report on how well you placed with your point total.

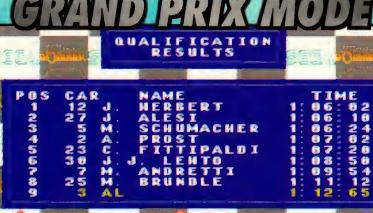
### **GRAND PRIX MODE**



After each race, you will receive a report on how well you placed with your point total.



The preliminary race allows you to qualify for the pole position among other racers.



You can set up your car before a race by changing tires, wing angle, etc.

**Other racers are tough to get past, especially if you start to skid.**



# CYBERPad.

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What's more, only CYBERPad has a 256-bit Memory Module that saves your programmed moves, even after your game system is turned off! For those who take no prisoners, there's also Cyber-Speed Rapid-Firing that shells out up to 27 shots per second. If things get out of control, use Slow Motion to fight your way through.

Try CYBERPad. Because it's fun to watch street fighters hide in the alley.



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# LIFESTYLES

## THE POP



### A trainload of fun

**E**very once in a while, a toy comes along that's so cool, it makes you lose track of time while you're playing with it.

Video games are like that, and so is this excellent circus train from Philadelphia based Bachman.

The Emmett Kelly, Jr. Circus Train sports a steam locomotive with operating headlight, smoke and speed-synchronized sound; a coal tender; elephant car, a cage car with bear and gorilla cages; and an advertising car.

One of the best things about the train is that although it does conjure images of fun and thrills much the same way a real circus does when it comes to town, you don't have any of the mess and foul

odors associated with a real coal-burning train and real circus animals.

Emmett Kelly, Jr., for whom the train was named, has spent a lifetime linked to both the railroads and circus, where he had to learn at a young age to dodge the stinky nuggets the circus animals would routinely deposit in their holding cars. At the time of his birth, both his parents were trapeze artists.

In his early childhood Kelly crisscrossed the country with his father, who created the beloved clown character Weary Willie. Emmett Kelly, Jr. would later make the character his own, but not before working for 10 years as a brakeman and switch tender on the Chesapeake and Ohio Railroad.

**In Space, No One Can Hear You Flush**  
•Space Shuttle Astronaut Bill McArthur recently fielded phone calls on National Public Radio's "Talk of the Nation" live radio program after fixing Columbia's leaky toilet while the shuttle was in orbit.

**Beavis and Butt-Head in the 'hood**  
•Fred Rogers, he of the famed Neighborhood, asked recently "Why can't we give the best, rather than what might not be?" after someone suggested Beavis and Butt-Head ought to make a guest appearance on his show. But Freddy boy, just imagine the ratings jump if it happened.

**BS & more!**

### Lego: The stuff of dreams

**W**hen people think of Lego bricks, they usually think of brightly colored plastic blocks in assorted brick sizes that can be interlocked together without glue.

That's the way Lego has been known for years. Limited only by the imagination of the builder, they're one of those unusual toys that allows for a great deal of creative freedom.

By simply allowing consumers the ability to throw out the enclosed instruction booklet and cre-

ate in pure improvisation, Lego has endeared itself to generations of consumers.

The only problem when you're building with all those blocks is that when the design is finished, whether it's a car, a house, or whatever, it ends up looking well, blocky.

But with some of the new Lego lines, you no longer have to build things that look like something created

on an Atari 2600. Whether it's a fire breathing dragon or an interplanetary spaceship, Lego has a line that will keep you interested.

The Dragon Master's line harkens back to medieval times when legends of dragons, knights in shining armor and magnificent castles dotted the countryside. The line ranges from a

Dragon Wagon to a Fire Breathing Fortress.

Another new line that will be popular this Christmas is the Black

Tron series. This line features futuristic-looking space ships, radar stations and planet roving vehicles.

These new lines not only reflect Lego's legendary commitment to quality, but also mark a new era in variety and flexibility for the Denmark-based company.

Lego products range in suggested retail price from \$1 for the Lego System Trial Size Imagination Bag to \$180 for the Lego System Airport Shuttle.



# CULTURE SOURCE FOR EGM READERS

COOL CHRISTMAS STUFF



## Cordless headphones can let you either tune in or tune out

**W**hether you're tired of being interrupted while you're trying to get a "Perfect" on your enemy in Street Fighter 2, or you want to hear every explosion of Terminator 2 loud and clear, or you just can't stand the thought of adding yet another cord to

your a/v system, these cordless headphones from Sony might be the answer.

The headphones, which come with an infrared base, are Sony's newest model and cost about \$100. Although they lack the clarity and quality of corded headphones, this model (MDR-IF210K) is certainly good enough to use for video games, movie watching and non-critical music listening.

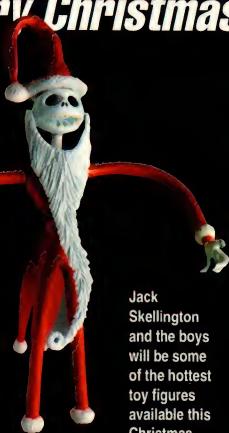
An automatic on/off function, which turns the unit on when the listener puts the headphones on, and off when he takes them off, is a nice touch.



## A very scary Christmas

**D**irect from Halloween town, these toy figures from Tim Burton's *The Nightmare Before Christmas*, which bear an uncanny resemblance to their silver screen counterparts, should be some of the hottest toy figures around this Christmas.

Each figure has its own unique feature: the Pumpkin King himself Jack Skellington comes in two styles: Santa Jack (pictured at left) and in his pinstripe tux; the moody Mayor has a spinning head; the Oogie Boogie Man comes stuffed with creepy bugs; and each character comes with his/her own tombstone.



Jack Skellington and the boys will be some of the hottest toy figures available this Christmas.

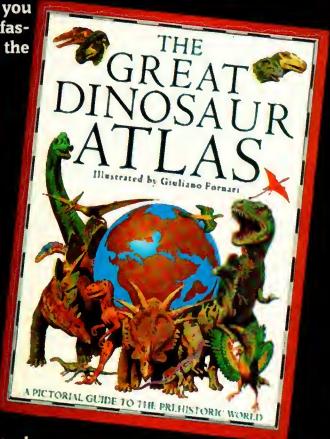
## Learn more about REAL dinosaurs

**F**or those of you who were fascinated by the incredibly realistic

dinosaurs in this year's biggest film, *Jurassic Park*, this book may be the ideal source to bridge the gap between fantasy and reality.

Although we are the first to admit the movie was absolutely killer, it only briefly touched on the history and habits of dinosaurs. We wanted to learn more!

The Great Dinosaur Atlas, written by William Lindsay with beautiful illustrations by Giuliano Fornari, provides a fascinating and colorful look at the greatest creatures to ever roam



Mother Earth.

Every one of the 64 oversized pages is filled with vivid drawings, lively text, and informative maps without getting too bogged down in scientific details.

## It just ain't right...

Just when we thought it was safe, and those hideous creatures known as Cabbage Patch Kids were no longer with us, we stumbled across this "Official Adoption Center" located in Anaheim, CA...Does anyone out there have a wrecking ball we could borrow?



# Batman: The Animated Movie should provide some holiday cheer



**S**purred by the success of *Batman: The Animated Series*, which continues to boast strong ratings in its weekday afternoon time slot for Fox, Warner Bros. is rolling out *Batman: Mask of the Phantasm (The Animated Movie)* for Christmas Day release.

The movie will feature all of your favorite characters from the series, and will also include a new villain named Phantasm. Some celebrity voices that can be heard in the movie include Dana Delaney as Andrea Beaumont, Abe Vigoda as mobster Salvatore Valestra, Hart Bochner as Councilman Arthur Reeves and Stacey Keach as Carl Beaumont.

The story line for the movie opens with Batman mystified by murders of aging mobsters whom have all been enemies of Batman. A large, caped, hooded character was reportedly spotted near many of the crime scenes, and some Gotham officials even think Batman himself might be the killer.

As the Caped Crusader sets out to find out who the real murderer is, he becomes wrapped up in his colorful but turbulent past. He rekindles an old flame with Andrea Beaumont, daughter of ultra-rich



dignitary Carl Beaumont. As he gets closer to finding out the truth behind the murders, he gets far more than he bargained for.

The movie recreates the same slick look of the series, a look co-producers Eric Radomski, Bruce Timm, and Alan Burnett describe as "Dark Deco."

Of particular note to animation fans is the computer generated Gotham City shown in the opening credits—it marks the first time Warner Bros. Animation has used a computer simulated model in a film.

## Is the Punisher's future in jeopardy?

His enemies, what's left of them, are getting sick and tired of being taken down by the gun-toting Punisher (a.k.a. Frank Castle). Together they have master-minded a scheme to bring him down—and are willing to use themselves as decoys to set a trap.

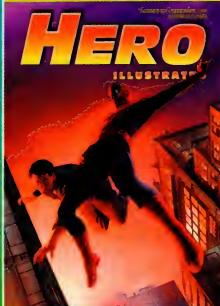
That's the essence of the 10-book story running through the three Punisher titles—*Punisher War Zone*, *Punisher War Journal* and *Punisher*.

Dubbed  *Suicide Run*—the story opens with Castle entering the World Trade Center-like Manhattan Towers with a Deadman's Switch—that switch will detonate 1000 pounds of Semtex packed in the basement of the building.

All of his enemies have gathered, knowing Castle couldn't resist bagging all of them at once. What they didn't count on is Castle's willingness to sacrifice his own life to thwart them.

## This month in *HERO* ILLUSTRATED

SPIDERMAN TWO NEVER SAY HOMICIDE IN OH SPOTLIGHT ON VOTE FOR ME ARACHONES PUNISHERS



HERO continues to take the comic industry by storm by breaking the latest comic news and featuring exclusive artwork. The goodies start with the beautiful, fully painted cover of *HERO* #6 by Marvel artist Alex Ross—and that's only the beginning. Inside, you'll get the inside scoop on the development of Rob Liefeld's *Youngblood* animated series, follow *Mad Magazine's* Sergio Aragones' rise to prominence, and read about DC Comics' plan to rewrite its origin. You'll get all this plus the usual biting *HERO* satire.

# *Nightmare: Truly the Stuff of Dreams*

**M**ost people who have seen Tim Burton's *The Nightmare Before Christmas* are left wondering: "How'd they do that?"

And most people are surprised to find out that none of the characters from the Touchstone blockbuster actually moved during the filming.

Instead, the motion was created by stop-motion animators, who had to painstakingly move each individual character ever so slightly in between shots. Another "snapshot" is taken on film, and then the animator must move all the characters again.

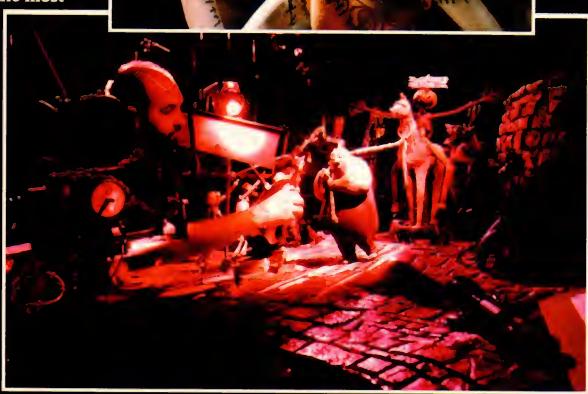
After a series of shots is taken using this tedious process, a film segment is made. That, basically, is how the entire movie is made—a massive series of still pictures combined together to create an effect of movement. And so goes the magic of stop-motion animation.

Even at the height of production, with a talented team of animators working at top speed, the production was only able to create an average of 60 seconds of finished animation in a week's time. A typical shot would take about three days for an animator to shoot and would last about five seconds on screen. In the same way that Touchstone's *Who Framed Roger Rabbit?* revitalized the process of combining live-action and animation, *Nightmare* expands the boundaries of stop-motion as never before, weaving elements of traditional frame-by-frame animation with the realism of actual three-dimensional sets built and lit as live-action. Produced by Tim Burton,

who conceived the project nearly 12 years ago when he was an animator and filmmaker at Walt Disney Studios, *Nightmare* has finally been brought to the big screen by director Henry Selick, a leading creative force in stop-motion and other experimental forms of animation.

Since no one had ever undertaken a stop-motion animation project on such a massive scale before, a special studio had to be created expressly for the need of this production. A 40,000 square foot vacant studio space was transformed into Skellington Productions. During the two years of actual production, more than 120 animators, artists, camera operators and technicians worked on the film and, at the peak of production, 20 individual stages were simultaneously used for filming purposes.

For Burton, *The Nightmare Before Christmas* has always been a special project. "To me, Halloween has always been the most fun night of the year," he says. "It's a night where rules are dropped and you can be somebody else or anything at all. It's where fantasy rules. It's all very fun and only scary in a humorous way. Nobody's out to scare anybody to death; they're out to delight each other with scariness. That to me is the spirit of Halloween and this movie."



After viewing *The Nightmare Before Christmas*, most people are left wondering, "How'd they do that?" The answer is with patience, lots of patience, as stop motion animator Steve Buckley demonstrates.

# From New York to L.A., & everywhere

**A**s the EGM/HERO SuperTour continues to wind through the U.S.

one thing is clear: the concept works.

Comic book enthusiasts like it because they get a chance to meet some of the artists that draw their favorite comic books.

Video gamers like it because they get to play Sega, Super Nintendo, Duo games before anyone else. Every weekend there were awesome competitions—Sega's Eternal Champions Tournament; Electronic Arts' General Chaos, NHL '94, and Bill Walsh College Football; TTI's Bomberman '93; Software Toolworks' Wing Commander-The Secret Missions and Accolade's Bubsy. The retail sponsors

Babbage's and Electronics Boutique like it because the Tour brings excitement and more traffic in the stores.

From the Mall of America in Minneapolis to Sawgrass Mills in Miami, the SuperTour has packed 'em in. The '93 season ends in Philadelphia at the King of Prussia Plaza. Stay tuned—SuperTour '94 is just around the corner, coming to mega malls and comic fan conventions near you. The prizes are bigger and better, and the games will be the best you've ever played.

A lucky winner from one of the many Super Tour contests shows off his prize.



Fans lined up to meet well known Malibu Comics artists.



Even though he appears to be heavily sedated, this guy was ecstatic to win a brand new TTI Duo. Really!



- Crowds gathered to see who were the big contest winners!
- A special thanks to Electronics Boutique, Babbage's, Malibu Comics, and the following sponsors of SuperTour:



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*in between, SuperTour* is a Smash<sup>SM</sup>



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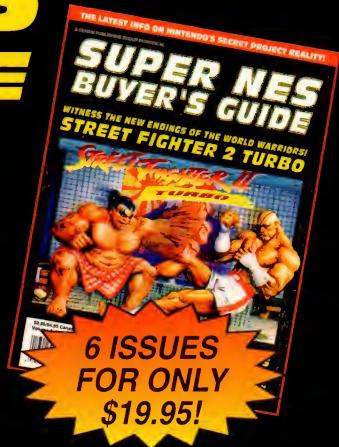


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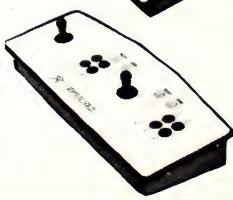
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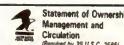
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# The Comic Book We Almost Couldn't Publish!

**Street Fighter™, the comic book series  
has the following approximate on sale dates:**

**Street Fighter™ #1 will be at comic shops on September 2, 1993  
(Newsstand copies will be available 1-3 weeks later)**

**Street Fighter™ #2 will be at comic shops on October 5, 1993  
(Newsstand copies will be available 1-3 weeks later)**

**Street Fighter™ #3 will be at comic shops on November 2, 1993  
(Newsstand copies will be available 1-3 weeks later)**

(Note: Comic Shops and newsstand copies are printed at the same time, however most comic shops will get their copies via AIR shipment and newsstand and convenience stores ship via TRUCK freight.)

**Due to its high level of violence and mature themes,  
these issues are not recommended for the weak of heart.**

(Collectors Please Note: The publishers will fill first orders only, and will not go back to press once retailers receive their first shipment of each issue, that's it!)

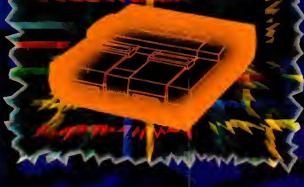
**Capcom is limiting the on sale time of these comics and will  
not allow them to be re-published. This will be your only  
chance to get the issues complete and uncensored.**

**Fewer than 500,000 copies of each issue will be published at \$2.95.  
Consider this: There will be fewer copies of the comic then of the video game!**

**Reserve your copy from your local retailer now!**

**For a list of comic shops in your area, check the yellow pages  
under comic books or books and magazines.**





# MEGA MAN X



## MEGA MAN STATS 'N STUFF

	H. MISSILE		B. CUTTER		C. STING		P. SHIELD		S. ICE		STORM T.
	D. DRILLER		E. SPARK		F. FLARE		G. GEAR		H. HORNET		I. IMPULSE
	J. JACKO		K. KNUCKLE		L. LIZARD		M. MANORNO		N. NASTY		O. OCTOPUS
	P. PIRANHA		Q. QUAKE		R. ROLL		S. SHADOW		T. THUNDER		V. VILE
	W. WHIRLWIND		X. X-FORCE		Y. YANK		Z. ZORIN		Z-X. Z-X		Z-FORCE. Z-FORCE

### THE GOOD

The backdrops are beautiful and the control of the game is VERY good—no swearing at the game this time!

### THE BAD

The basic fact that it took so long for this title to make it into the 16-Bit arena!

### THE UGLY

What's with the elephant?! He looks like one of the characters from "Great Space Coaster"!

Mega Man is back! This time, he is set way into the future, where he is the basic design principal for all the robots of that time. However—as expected—things go wrong. So Mega Man must come to the rescue. In this version, he has a new friend that does not play a major role, but informs him of upcoming dangers. There are also pieces of add-on equipment that Dr. Light has left for you from the past, like armor and dash boots. This has got to be one of the best 8- to 16-Bit conversions to date! Here, we present the first eight levels, pics of the Bosses and all the cool weapons you can get! More on this in later issues!

### FACT FILE

#### MEGA MAN X



MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	13
THEME	% COMPLETE
ACTION	85%



The diving eagle will push you out of the way with its wings.



He has a long tongue and a camouflage effect to boot!



An armadillo with an attitude! He rolls up and plows into you.



This Great Space Coaster reject fights on a conveyor belt!



A goofy penguin activates blizzards and has cold breath!



This octopus can suck your life energy to increase his own!



This tiger electrifies the walls and floor. He can also hang.



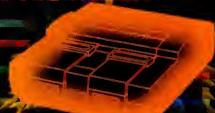
This guy is basically Quickman from the original series.

### ICPENGLICO

### LAUNCHER OCTOPULD

### SPARK MANHILLER

### EDDIE KUNWINGER



# SUNSOFT



## FACT FILE

### AERO THE ACRO\*BAT

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	25
THEME	% COMPLETE
ACTION	100%

## 029 Big Bonus Jump! b



Failed!

Success!

### THE GOOD

The fantastic, crazy clown music is really entertaining and gives a great sense of humor to the game.

### THE BAD

The fact that if you continue on 1-5, you'll begin at stage 1-1! This makes it extra tough!

### THE UGLY

When you have a Look Button and do a 360 degree turn to make Aero look like he's a dizzied wreck!

025840 03 ★ -12 06

On the way down, dive through hoops and avoid the guy with the fan.

As you start the bonus stage, a boxing glove will push you off the board.

## Cool Spunkey Bat Moves!



# AERO THE ACRO-BAT

**I**t's time for another mascot game to come into existence! Enter Aero the Acro-Bat from Sunsoft! This little spunky guy is full of tricks to stop the sinister Ektor from ruining the show with his cruel ideas of practical jokes. Like many other mascot games, expect this one to have vast levels filled with all kinds of surprises. But unlike other carts of this genre, Aero goes all-out with originality—by having to perform circus stunts to get through the rough big top! Having to execute high dives, cannon ball body shots, trapeze swinging, and many other forms

of circus stunts will keep you busy while trying to locate the specific things that you need to do in order to beat the sections. Some examples of level goals will be turning on the circus lights, destroying star bricks, or even rescuing Ariel, your partner in the big top. And while you are doing all of these things, you will be accompanied

by a soundtrack that is truly hysterical, a goofy crazy clown music selection that are all renditions of popular carnival and circus themes! If you're saying to yourself that you are just sick to death of Sonic the Hedgehog rip-offs, then you should check out this unique high-thrills cart!





There are lots of circus feats to find in this level, like flaming hoops and a dive into a pool of water.



## CIRCUS

High wires and leaps of faith will test your skills as you plod through this level. Look everywhere for hidden 1-Ups and health so you'll have an easier time with the Boss!



It gets tough when you have to rescue people and switch on lights with only a spotlight for some help!



## FUN PARK

Unlike its name, it's not fun. No fun at all. First, there is a roller coaster ride that will have you ducking and jumping walled spikes and other hazards. Also, beware the Rotor, a ride that you need to flip up or down on the electric car to avoid many obstacles. It's just like playing the Jet Ski scene in Battletoads—a big PAIN!



Use elevators to reach higher grounds for power-ups!

Swim carefully or the clowns with balloons might get you.

The night is filled with many deadly surprises.

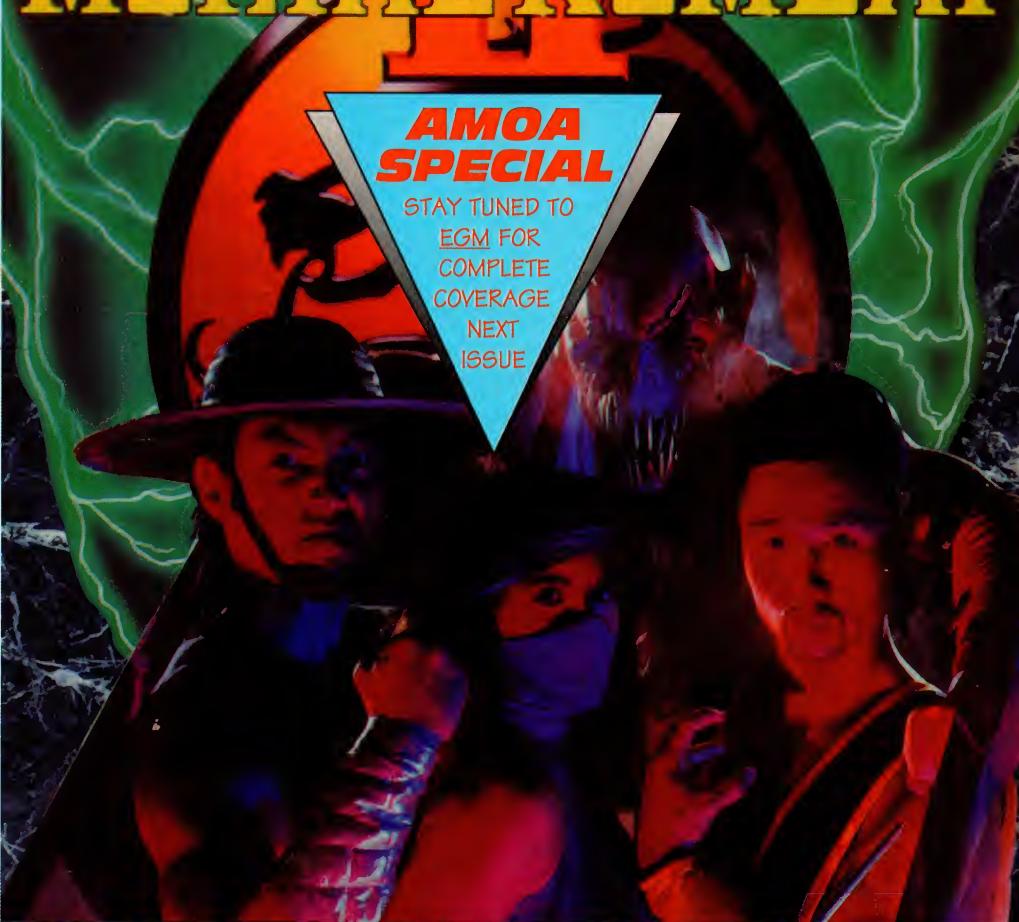
The fire brigade clown will scorch your little keister!



# MORTAL KOMBAT II

## AMOA SPECIAL

STAY TUNED TO  
EGM FOR  
COMPLETE  
COVERAGE  
NEXT  
ISSUE



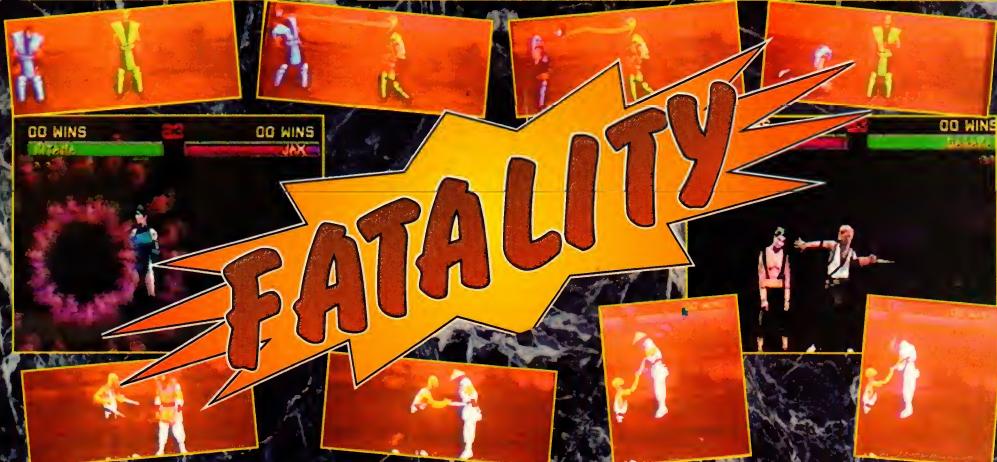
Shang Tsung used the Shaolin tournament to attract the world's mightiest warriors. One by one he defeated them, but the forces became unbalanced. His horrible scheme came to an abrupt end at the hands of Liu Kang. Facing extinction, Shang Tsung fled to the outworld where the word of his defeat was already spreading. To convince his master, Shao Kahn, in giving him a second chance, he planned to lure his adversaries to the outworld where Shao Kahn could dispose of them himself.

- 12 Characters - with 7 new warriors
- Multiple fatalities per character
- DCS killer sounds
- 5 times the surprises!!!



LAST MINUTE UPDATE





# ARCADE ACTION

EGM GOES TO THE  
AMOA SHOW

## CRIME PATROL 2 by American Laser Games



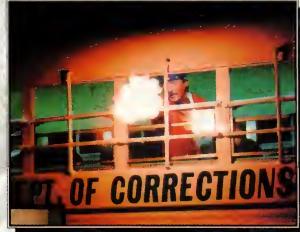
The drug traffickers that you will encounter are some mean hombres!

American Laser Games also had a strong showing at this year's AMOA Exhibition with their latest game Crime Patrol 2: Drug Wars. This game follows in the past success of other ALG titles like Mad Dog McCree and Crime Patrol. Live action laser games are here to stay!

Crime Patrol 2 has four different

levels; Sierra County, where you must stop the small town drug traffickers; Big City, where you must put an end to an organized drug cartel; Border Patrol, a place where the actual drug runners go; and finally South America, where you track the drug king to his lab.

Crime Patrol 2 can be played with either one or two players. With two players, the going is much easier than with just one. Also, the cabinet comes in a variety of monitor sizes like 25", 33" and the huge 50" model. Try to play the 50" model so you can get



Your game is over after you've been hit by a certain amount of enemy gunfire.



Trying to hit some of the bad guys can be difficult, so aim very carefully!

more "involved" in the game! It's very hot (these types of games always look better with a bigger screen).

Like other laser games before it, Crime Patrol 2 requires you to interact with some of the characters on the screen to get useful information about what to expect next. Most of the characters that you will encounter, however, are out for one thing—to eliminate you quickly and painfully!

You must try to locate the drug kingpin in South America and destroy the lab that is supplying drugs to a good portion of the United States. The going is not easy because there are literally hundreds of the drug lord's goons everywhere. The object is simple: get them before they get you!

Crime Patrol achieves its goal with flying colors! The actions are very heated, and sometimes you'll find your-



Be extra cautious so you don't hit an innocent bystander by mistake.

self yelping with scared excitement. As far as game play, this game is probably one of the best playing laser games we have seen thus far. The guns are very accurate, and you'll probably never experience some of the quirks of the earlier laser-disc-based action games.

Do your part in the war on drugs, play Crime Patrol 2: Drug Wars by American Laser Games at an arcade near you!



You will get valuable information from a variety of characters like this bikini girl.

**EGM GOES TO THE  
AMOA SHOW**

**ARCADE  
ACTION**

## SKINS GAME by Irem



Alright! It takes a steady hand and a keen eye to do really well on the green.

Irem's Skins Game is a rather radical departure as far as arcade games go. No, it's not a fighting game or a shooter, it's not a racing game or an adventure game. It is, simply put, video gaming for a different crowd. This is a game that you might not only find in some arcade, but also in bowling alleys, bars and other, how shall we say it, more adult places. This machine will have a definitely higher appeal in these types of establishments.

Regardless of where you might find it, this game is a boon for golfing fans and older players! Essentially what you



get is a golfing game which you can play with up to four people. The Multi-Player Option alone makes this unit a great bar game! Actually, Skins Game is more fun with a lot of people

playing! This is definitely one game that you don't want to play alone!

The game has three Modes of play featuring Match, Stroke and Skins. Personally, my favorite is Stroke (yes!) Play. In this Mode, you must attempt to sink the ball in less strokes than your opponent. Whether you are playing the computer or another player, things tend to get really tense!

The controls are outrageous! You have control over just about everything! You can pick the club that you want, the direction of your swing, your stance and the power of your overall swing. All of these controls are used by highlighting the selected title and toggling the joystick. What could be simpler?

This game becomes very addictive after a short while! Even though at first it seems to be a fairly boring premise for a video game, Skins Game becomes habit-forming after about three games! The graphics are great, especially for a golfing game, and the sounds are okay. What really sets this game apart is its ability to pull the player onto this "video-golf course" and keep him or her there for a long, long time! This is partially due to the fact that this game takes skill and a lot of patience to master. This



The Skins Game covers just about every nuance of golf. You control everything from club selection to stance.



is very important in a successful arcade game. A great learning curve!

If you are tired of fighting games, shooters and action titles, try Irem's

Skins Game. The action is great and it becomes completely habit-forming after just a few games! Whereas this is not a typical arcade game, it offers a challenge level that is exceptional.



Use the menu at the bottom of the screen to remain in control. Just remember to factor in any variables!

# ARCADE ACTION

**EGM GOES TO THE  
AMOA SHOW**

## RUN AND GUN by Konami



Execute some bodacious slams by using button/ joystick combinations.

Get ready to do some serious jammin' with Konami's new basketball game Run And Gun. Targeting the players of games like NBA Jam and Arch Rivals, Run And Gun delivers everything that basketball fans everywhere expect from a great arcade game.

Run And Gun comes in two main ver-

sions, a single monitor model and a double monitor model. Each model allows for up to four players to play an all-out hoops extravaganza! You can play four players simultaneously with two people per team!

This game has it all! You can steal, pass and do a multitude of dunks and slams just like the pros! You can execute slams by doing a combination of movements using your joystick and one or more buttons. All of the moves are relatively easy to learn and master, and give the players the chance to score tons of points during each game. The dunks are especially cool because the characters are animated really well. They look just like real people.

Although no NBA teams are licensed to Run And Gun, the teams cover the entire basketball spectrum. There's a very good selection of teams to play, each of which has its own advantages



The joystick/ three button control panel works very well when you need a slam!

and shortcomings. Obviously Run And Gun is one of those games where you can play for days and never play the same game twice. This, along with the killer graphics, makes Run And Gun very attractive to gamers. The Multi-Player Option is a very strong feature in this awesome b-ball free-for-all.

If you're in the market for a new and different basketball game, give Konami's Run And Gun a shot. You'll get hooked on the graphics, game play and second-to-none fun factor. Just remember—it's NOT the shoes!



Run And Gun has some of the best graphics ever seen in a basketball game.



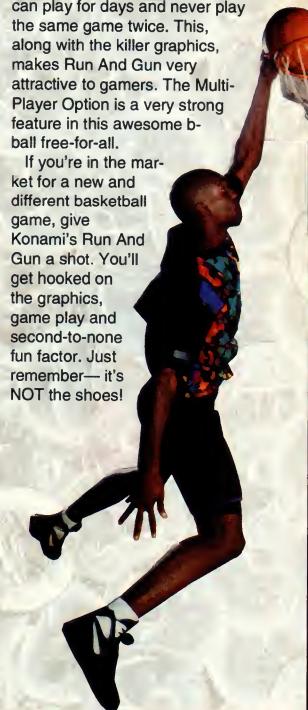
You even get a really outstanding roster of teams to play as or against.



If you get the ball passed to you under the bucket, you can do an Alley Oop!



The ability to play with four players is a welcome option to this coin-op.



# THE LOST VIKINGS™

## Now You Can Find Them On

**SEGA™  
GENESIS™**

At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™ and Olaf the Stout™ have arrived in the land of SEGA Genesis. With a jammin' musical score and your help, our humurous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikes home.

GENESIS

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This official seal is your assurance that this product meets the highest quality standards of design and manufacture. Buy it and accessories with this seal to know that the game is compatible with the SEGA™ GENESIS™ SYSTEM.

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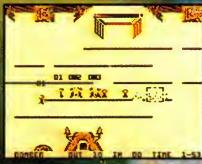
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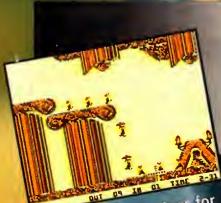
# Take Your Lemmings for a Walk.

To school. To camp. To the beach . . . but keep these mentally challenged mammals away from the water! Climb, dig, skydive . . . don't keep your Lemmings locked up—take 'em out once in awhile.

It's why you got a Game Boy in the first place.



Yo—Lemmings that explode?  
It's perfect portable fun!



Take Lemmings for  
a flying leap—with  
their parachutes!



**Lemmings**  
FOR YOUR GAME BOY



**ocean**

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